Name: ***Pokémon Righteous Red v1.4.2***
Hack of: ***Pokémon Red Version***
Platform: **Game Boy**
Creator: **xNightdazerX**
Sources: https://www.pokecommunity.com/threads/pok%C3%A9mon-righteous-red-and-righteous-green-completed-version-1-4-2-3-17-25.528151/
https://discord.gg/8BS5MhpdQh

(*Shout out to ShadowStitch and camelConvention as well*)

Hello again folks, how have you been? It's Allen once more and this is my updated walkthrough for ***Pokémon Righteous Red***, covering the most recent release v1.4.2 which came out on 17 March 2025. There is an alternate version, ***Pokémon Righteous Green***, in which you get to play as Green (*or Blue for those of you in Japan or who are big fans of the* ***Pokémon Special*** *manga, haha*):

Pretty cool, eh? Hopefully someone else will step up and pen a walkthrough for it one of these days (**dialing "O" for Pokémon Community's Olivia R...**). Those of you who are playing *Righteous Red* for the first time, welcome, and to those of you who are playing it again to check out what this update has to offer, welcome back. Let's get started.

The game begins with the standard introduction from the resident professor and of course this time it's the legendary Professor Oak.

As for the Rival you can give him whichever name you like but for this walkthrough we'll call him by his official name Blue.

From there you'll appear in your room. Check the PC for a **Potion**…

…before heading downstairs to have a chat with Mom. She says Prof. Oak wants to see you.

Pallet Town

"***Shades of your journey await!***"

****HMs Needed: *Surf*.**

Pokémon Found
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Tentacruel [Water/Poison] {Level 45}
Poliwhirl [Water] {Level 45}

Places of Interest
Player's House
Blue's House
Oak Pokémon Research Lab

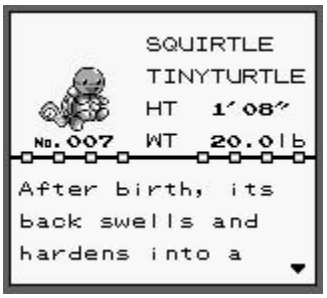
You know the drill: over at Blue's house you'll meet Daisy Oak and on the table, what would normally be a spare **Town Map**, is some **Sacred Ash** from a certain multi-coloured Legendary instead (!) Interesting.

Try to leave town and here comes Oak to guide you back to the Lab so you can get that Starter, because God forbid you go wandering into Route 1's grass and get mauled by very, very low levelled (but very, very dangerous) Pokémon.

Research Lab

Blue is here already and lucky for him he's got his Pokémon despite being super impatient. Classic Blue haha. Go ahead and choose your Starter:

Charmander - ***The Lizard Pokémon***
Type: Fire
Level: 5
Moves: ***Scratch, Focus Energy, Smokescreen, ---***



Squirtle - ***The Tiny Turtle Pokémon***
Type: Water
Level: 5
Moves: ***Pound, Clamp, Splash, ---***

Bulbasaur - ***The Seed Pokémon***
Type: Grass

Level: 5
Moves: *Tackle, Growl, Absorb, ---*

And naturally Blue goes on to pick whichever Starter is stronger, but in your very first battle against him he doesn't use it. Gotta show off the one which he already has, eh?

****Rival Battle****

Rival Blue
Lv4 Eevee [Normal]
Moves: *Tackle, Growl, Leer, ---*
Prize: P140

Battle number 1 doesn't go too well for him, but it's no biggie for Blue and off he goes to train Eevee. Exit the Lab and leave town, there's a parcel to be picked up.

Route 1

Pokémon Found
(Grass)
Pidgey [Flying] {Levels 2-3}
Rattata [Normal] {Levels 2-3}
Oddish [Grass/Poison] {Levels 3-4}
Bellsprout [Grass/Poison] {Levels 3-4}

****Note: *Bird-type is neutral to itself and every other type in this game*.**

Ahh yes, the route which began everything all way back in 1996. The first person you'll meet out here is a Mart employee who'll give you a free sample **Potion**.

Nothing else of note so just carry on north to the next town.

Viridian City

"***The Eternally Green Paradise***"

****HMs Needed: *Cut, Surf*.**

Pokémon Found

(Old Rod)

Magikarp [Water] {Level 5}

(Good Rod)

Goldeen [Water/Normal] {Level 35}

Seadra [Water/Dragon] {Level 35}

(Super Rod)

Tentacruel [Water/Poison] {Level 45}
Poliwhirl [Water] {Level 45}

Places of Interest

Pokemon Center
Pokemon Mart
Viridian City Gym
Trainers' School

Head over to the Mart and receive **Prof. Oak's Parcel** then hurry back to the Lab to deliver it.

While he checks on your Starter he just casually mentions that someone popped in and STOLE the remaining Starter haha, how is he so cool and calm about such a major crime happening in his own Lab?? Unbelievable. I wonder who this thief could be, hmm... The parcel contains a custom Poke Ball that Oak ordered.

Blue returns and Oak gives him and you a **Pokedex** each.

Oak's too old to be going around completing this electronic encyclopedia, so it's up to you youngsters to do the job for him. Then he tells you to travel south along a bridge to Cinnabar Island, the first example of the new content in this game. Going to Cinnabar Island first eh? Interesting. Exit the Lab and speak to Daisy, she'll give you the spare Sacred Ash, which is a Key Item that heals your entire party in this game.

Wow the surprises just keep coming, I like it. No Town Map though.

Before going south, you can return to Viridian City and do some shopping:

Viridian City Mart
****

Common Candy P100
Poke Ball P200
Antidote P100
Parlyz Heal P200
Burn Heal P250
TM16 Pay Day P5000

By the north exit of the city you'll find the Old Man, if you are not in a hurry you can watch him show you how to catch Pokémon.

The southern half of Route 2 can be checked out, you'll find a Poke Doll among the trees on the right side of the area (*Store it in the PC Item Storage if you have to because there's only one Poke Doll in the game and you'll need it later*).

HM Cut will be needed for further exploration and we won't go into Viridian Forest yet so return to Viridian City and go west to Route 22.

Route 22

Pokemon Found
(Grass)
_Spearow [Flying/Dark] {Levels 4-6}
_Nidoran-M [Poison] {Levels 5-6}
_Nidoran-F [Normal] {Levels 5-6}
_Mankey [Fighting] {Levels 5-6}
_Meowth [Normal/Dark] {Level 7}
(Old Rod)
_Magikarp [Water] {Level 5}
(Good Rod)

Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Seaking [Water/Normal] {Level 45}
Poliwhirl [Water] {Level 45}

No access to grass at the start of the route unfortunately, you'll have to get past Blue first to reach it.

Obviously you're not heading to the Pokemon League yet but that won't stop Blue from putting you down about going there. Doesn't he believe in miracles??

****Rival Battle****

Rival Blue
Lv9 Eevee [Normal]
Moves: *Tackle, Growl, Leer, Mud-Slap*

Lv8 Squirtle [Water]
Moves: *Pound, Clamp, Splash, Bubble*

or

Lv8 Bulbasaur [Grass]
Moves: *Tackle, Growl, Absorb, Leech Seed*

or

Lv8 Charmander [Fire]
Moves: *Scratch, Focus Energy, Smokescreen, ---*

Prize: P280

It'll be a long road to the League for him too. Just a little piece of advice: catch a Meowth and once it has learned Pay Day keep it (*or Persian*) with you for as many Trainer battles as you can manage. Do this properly and by the time you reach the Post-Game side you should have PLENTY of cash money to afford making a certain MYTHICAL purchase. Head back to Pallet Town afterwards and continue south to Route 21.

Route 21

****HMs Needed: *Surf*.**

Pokemon Found
(Grass)
Krabby [Water/Bug] {Levels 4-6}
Slowpoke [Psychic] {Levels 4-6}
Seel [Water/Ice] {Levels 4-6}
Staryu [Water] {Level 5}
(Surf)
Seaking [Water/Normal] {Level 35}
Gyarados [Water/Flying] {Levels 45, 50}
Tentacool [Water/Poison] {Levels 35, 40}
Tentacruel [Water/Poison] {Level 45}
Staryu [Water] {Levels 35, 40}
Starmie [Water/Psychic] {Level 45}
Lapras [Ice/Dragon] {Level 50}
(Old Rod)

Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Starmie [Water/Psychic] {Level 45}
Seadra [Water/Dragon] {Level 45}
Cloyster [Rock/Ice] {Level 45}
Seaking [Water/Normal] {Level 45}

****Note: *Magikarp is also a Surf encounter, Level 5*.**

An actual bridge that connects the mainland with Cinnabar Island, I never thought I'd live to see this. It reminds me of the bridge in ***Pokemon Glazed*** which was built to link Cianwood City and Olivine City. The first Trainer you'll see on the bridge is a Fisherman.

Fisherman
Lv3 Goldeen [Water/Normal]
Lv3 Goldeen [Water/Normal]
Prize: P105

South from there is a small island, occupied by Fisherman #2 and his 4 Magikarp.

Fisherman
Lv4 Magikarp [Water]
Lv4 Magikarp [Water]
Lv4 Magikarp [Water]
Lv4 Magikarp [Water]
Prize: P140

Back on the bridge you'll see a Swimmer then Fishermen #3 and #4.

Swimmer
Lv4 Horsea [Water]

Lv4 Tentacool [Water/Poison]
Prize: P20

Fisherman
Lv4 Shellder [Rock/Ice]
Lv4 Slowpoke [Psychic]
Prize: P140

Fisherman
Lv4 Staryu [Water]
Lv4 Staryu [Water]
Prize: P140

Swimmers #2 and #3 plus a little detour coming up.

Swimmer
Lv5 Poliwag [Water]
Lv5 Poliwag [Water]
Prize: P25

Swimmer
Lv6 Krabby [Water/Bug]
Prize: P30

The detour leads to the grass area. Swimmer #4 is swimming along the left side of the bridge's remaining section then you'll finally arrive on Cinnabar Island.

Swimmer
Lv7 Squirtle [Water]
Prize: P35

Cinnabar Island

"*The Fiery Town of Burning Desire*"

****HMs Needed: *Cut, Surf*.**

Pokémon Found

(Old Rod)

Magikarp [Water] {Level 5}

(Good Rod)

Goldeen [Water/Normal] {Level 35}

Seadra [Water/Dragon] {Level 35}

(Super Rod)

Starmie [Water/Psychic] {Level 45}

Seadra [Water/Dragon] {Level 45}

Cloyster [Rock/Ice] {Level 45}

Seaking [Water/Normal] {Level 45}

Places of Interest

Pokémon Center

Pokémon Mart

Cinnabar Island Gym

Pokémon Mansion

Pokémon Lab

Cinnabar Island Mart

****

Common Candy P100

Poke Ball P200

Potion P300

Repel P350

Escape Rope P550

Antidote P100

Burn Heal P250

TM20 Acid P2000

Here we are at the home of what would normally be Gym #7, now this is home for Gym #1. The **Level Cap** for the Cinnabar Gym is **13**, keep that in mind while you're out preparing for Blaine. Let's have a quick look around:

Just like the regular Cinnabar Gym, this one's door is locked and the key is somewhere in Pokémon Mansion.

You can't reach the Pokémon Lab yet because there's small tree in the way.

Pokémon Mansion

-1F-

Pokémon Found
Koffing [Poison/Fire] {Levels 7-8}
Rattata [Normal] {Level 8}
Vulpix [Fire] {Levels 6-7}
Growlithe [Fire/Rock] {Levels 6-7}
Grimer [Poison/Dark] {Levels 6-8}

Make your way to the northeast side of the room, there's an **Escape Rope** you can pick up, then to the northwest side and press the secret switch on the **statue**.

Head for the stairs.

-2F-

Pokémon Found
Rattata [Normal] {Levels 7-8}
Koffing [Poison/Fire] {Level 7}
Growlithe [Fire/Rock] {Levels 7-8}
Vulpix [Fire] {Levels 6-8}
Grimer [Poison/Dark] {Levels 7-8}

Who's that shady looking character skulking around just south from the stairs?

Burglar
Lv7 Koffing [Poison/Fire]
Lv7 Koffing [Poison/Fire]
Prize: P630

In the northeast area of the room is the first of the diary entries about **Mew** and one **Calcium** (*which will get you a cool 15 grand if you decide to sell it…*).

Diary: July 5

Guyana, South America

***A new Pokémon was discovered deep in the jungle*.**

Entry #2 is in the southwest area.

Diary: July 10

***We christened the newly discovered Pokémon, Mew*.**

Head up to 3F.

-3F-

Pokémon Found
Koffing [Poison/Fire] {Levels 7-8}
Growlithe [Fire/Rock] {Level 7}
Vulpix [Fire] {Level 7}

Grimer [Poison/Dark] {Levels 6-8}
Ditto [Normal/Ghost] {Level 10}

4 things of note are here: Burglar #2, Entry #3, a **Protein** in the southwest corner and a hidden **Max Revive** by the piece of rubble on the upper left.

Burglar
Lv11 Charmander [Fire]
Prize: P990

Diary: Feb. 6

***Mew gave birth. We named the newborn Mewtwo*.**

Return to 2F, press the secret switch on the **statue** to unlock the northwest area then go on to climb up the stairs there back to 3F. Now you'll pop up in 3F's north side, go into the northeast area to pick up an **Iron**. Press the secret switch on the **statue** to close off that area and unlock the room directly below it, which is where you have to jump off a ledge. Before jumping off you'll meet a Scientist.

Scientist
Lv6 Magnemite [Electric/Steel]
Lv6 Magnemite [Electric/Steel]
Lv6 Voltorb [Electric/Normal]
Prize: P300

Jump off the ledge on the left back to 1F, you'll land near Scientist #2.

Scientist
Lv9 Porygon [Psychic/Electric]
Prize: P450

Below him is a **Carbos** and stairs to the basement.

-B1F-

<u>Pokémon Found</u>
Koffing [Poison/Fire] {Levels 7-8}
Grimer [Poison/Dark] {Levels 7-8}
Growlithe [Fire/Rock] {Level 7}
Vulpix [Fire] {Levels 7-8}
Ditto [Normal/Ghost] {Level 10}

In the room on the left is Entry #4, Burglar #3, **TM14 Icy Wind** and a **statue**.

Diary: Sept. 1

Mewtwo is far too powerful. We have failed to curb its vicious tendencies...

Burglar
Lv6 Growlithe [Fire/Rock]
Lv6 Vulpix [Fire]
Prize: P540

Press the secret switch and go all the way to the left in the corridor to pick up a Nugget. The northeast area has been unlocked, Scientist #3 is here.

Scientist
Lv11 Ditto [Normal/Ghost]
Prize: P550

There's a **statue** in the northeast room. Press the secret switch on it, then continue into the north room to pick up a **Rare Candy**. In the northwest area is **TM06 Light Screen** and the **Secret Key**, which is in the room just below it.

You can use the Escape Rope for the quick exit and whenever you're ready, unlock the Gym and let's get to work.

[g1] Cinnabar Island Gym

Leader: Blaine - *The Hot-Headed Quiz Master!*

The puzzle of this Gym remains the same: there are machines near the Gym Trainers, interact with the machines to get a quiz.

Answer correctly and a door to the next Gym Trainer is opened or you can either get the quiz wrong or speak to the Gym Trainers in order to battle them. Go straight up from the entrance to the first room:

****Quiz 1****

Caterpie evolves into Butterfree?

Answer: *Yes*

or

Burglar
Lv7 Growlithe [Fire/Rock]
Lv7 Vulpix [Fire]

Lv7 Vulpix [Fire]
Prize: P630

Super Nerd
Lv7 Growlithe [Fire/Rock]
Lv7 Growlithe [Fire/Rock]
Lv7 Vulpix [Fire]
Prize: P175

****Quiz 2****

There are 9 certified Pokémon League Badges?

Answer: *No*

or

Super Nerd
Lv10 Ponyta [Fire]
Lv10 Koffing [Poison/Fire]
Prize: P250

****Quiz 3****

Poliwag evolves 3 times?

Answer: *No*

or

Burglar
Lv12 Ponyta [Fire]
Prize: P1080

****Quiz 4****

Are thunder moves effective against ground element-type Pokémon?

Answer: *No*

or

Super Nerd
Lv12 Charmander [Fire]
Prize: P300

There's a narrow corridor just on the left which leads directly to Blaine's room if you're eager to face him right now...or if you really like the quiz challenge, let's continue.

****Quiz 5****

Pokémon of the same kind and level are not identical?

Answer: ***Yes***

or

Burglar
Lv9 Koffing [Poison/Fire]
Lv9 Growlithe [Fire/Rock]
Prize: P810

****Quiz 6****

TM28 contains Tombstoner? (Game Freak giving a shout out to the Undertaker maybe...?)

Answer: ***No (darn it, why not??)***

or

Super Nerd
Lv10 Koffing [Poison/Fire]
Lv10 Vulpix [Fire]
Prize: P250

****Gym Battle****

Leader Blaine
((*2 Potions*))
Lv12 Ponyta [Fire]
Moves: *Ember, Tackle, Double Kick, ---*

Lv12 Growlithe [Fire/Rock]
Moves: *Ember, Quick Attack, Rock Throw, Leer*

Lv12 Vulpix [Fire]
Moves: *Ember, Tail Slap, Confusion, Confuse Ray*

Lv13 Magmar [Fire/Fighting]
Moves: *Swift, Seismic Toss, ---, ---*

Prizes: P1287 + Volcano Badge + TM38 Swift

In this game Swift is a Fire-type move, nice. Exit the Gym and return to Viridian City. Now that you've got a Badge you can get past the first Badge Check at the League Front Gate and gain access to a portion of Route 23.

Route 23

****HMs Needed:** ***Surf*****.**

Pokémon Found

(Grass)

Nidoran-M [Poison] {Levels 10-11}

Nidoran-F [Normal] {Levels 10-11}

Sandshrew [Ground] {Levels 10-11}

Ekans [Poison] {Levels 10-11}

Mankey [Fighting] {Level 11}

Exeggcute [Grass/Psychic] {Level 11}

(Old Rod)

Magikarp [Water] {Level 5}

(Good Rod)

Goldeen [Water/Normal] {Level 35}

Seadra [Water/Dragon] {Level 35}

(Super Rod)

Slowbro [Psychic/Rock] {Level 45}

Seaking [Water/Normal] {Level 45}

Cloyster [Rock/Ice] {Level 45}

Seadra [Water/Dragon] {Level 45}

When you're done it's off to Viridian Forest next.

Viridian Forest

Pokémon Found

(Grass)

Weedle [Bug/Poison] {Level 8}
Caterpie [Bug] {Level 8}
Metapod [Bug] {Level 9}
Kakuna [Bug/Poison] {Level 9}
Venonat [Bug/Poison] {Level 10}
Paras [Bug/Grass] {Level 10}
Butterfree [Bug/Psychic] {Level 12}
Beedrill [Bug/Poison] {Level 12}
Pidgeotto [Flying] {Level 14}
Bulbasaur [Grass] {Level 5}

From the entrance go to the left then the upper left to find an **Ultra Ball**. Back to the entrance, go all the way to the right and go straight up along the narrow path to the northeast area for an **HP Up**. Come back down and head up along the path next to it to find a Bug Catcher.

Bug Catcher
Lv13 Beedrill [Bug/Poison]
Lv13 Butterfree [Bug/Psychic]
Prize: P130

Follow the left turn and make your way to the north side, there's a rocky platform that's occupied by Bug Catcher #2 and a **Protein**.

Bug Catcher
Lv14 Venonat [Bug/Poison]
Lv14 Paras [Bug/Grass]
Lv14 Venonat [Bug/Poison]
Prize: P140

Then head south, southwest until the path turns northwest to Bug Catcher #3 and the next Gate.

Bug Catcher
Lv15 Kakuna [Bug/Poison]
Lv15 Metapod [Bug]
Lv15 Scyther [Bug/Flying]
Prize: P150

Route 2

****HMs Needed: *Cut, Surf*.**

Pokémon Found
(Grass)
Dratini [Dragon] {Levels 13-22}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}

Just up ahead is the entrance to Diglett's Cave and south from there is the house which is occupied by one of Prof. Oak's Lab Aides and someone who wanted to trade in the original *Red Version*. Both are just there for a bit of dialogue now.

Diglett's Cave

Pokémon Found
Diglett [Ground] {Levels 9-13}
Zubat [Poison/Flying] {Levels 11-13}
Onix [Rock/Dragon] {Level 14}

Unlike the original cave, this one is not a linear tunnel so brace yourselves for some extra walking. From the ladder take the turn which is going to the right and follow it until you reach an intersection. Go south, turn left, south and turn right to reach the next ladder. Done.

Vermilion City

"***The Port of Exquisite Sunsets***"

****HMs Needed: *Surf*.**

<u>Pokémon Found</u>
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Kingler [Water/Bug] {Level 45}
Cloyster [Rock/Ice] {Level 45}

<u>Places of Interest</u>
Pokémon Center
Pokémon Mart
Vermilion City Gym
Pokémon Fan Club
Vermilion Harbor
Name Rater's House

Vermilion City Mart
****
Common Candy P100
Poke Ball P200
Potion P300
Ice Heal P250
Awakening P200
Parlyz Heal P200
Repel P350
TM45 Thunder Wave P2000

The Level Cap for the Gym here is 23. You can prepare for it in Diglett's Cave, Route 6 to the north of the city or Route 11 out east.

Stop by the Pokémon Fan Club and have a chat with the Chairman (*by chat I mean listening to him go on and on about his favourite Pokémon*).

Afterwards he'll give you an **Item PC**, granting you access to your stored items. A full portable PC would've been great but this is close enough.

<u>Route 6</u>
****HMs Needed: *Surf*.**

<u>Pokémon Found</u>
(Grass)
Pidgey [Flying] {Level 14}
Oddish [Grass/Poison] {Levels 14-15}
Bellsprout [Grass/Poison] {Levels 14-15}
Ekans [Poison] {Levels 15-16}
Psyduck [Water] {Levels 14-15}
Abra [Psychic] {Level 13}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}

(Super Rod)
Kingler [Water/Bug] {Level 45}
Cloyster [Rock/Ice] {Level 45}

The first people you'll see is a pair of Juniors.

Jr. Trainer [M]
Lv16 Cubone [Ground]
Lv16 Rattata [Normal]
Lv16 Venonat [Bug/Poison]
Prize: P320

Jr. Trainer [F]
Lv17 Pidgey [Flying]
Lv17 Oddish [Grass/Poison]
Lv17 Jigglypuff [Fairy/Psychic]
Prize: P340

Up the road from them is a Bug Catcher, another pair of Juniors and one more Bug Catcher.

Bug Catcher
Lv18 Pinsir [Bug/Fighting]
Prize: P180

Jr. Trainer [F]
Lv18 Clefairy [Fairy/Normal]
Lv18 Pikachu [Electric]
Prize: P360

Jr. Trainer [M]
Lv19 Bulbasaur [Grass]
Lv19 Squirtle [Water]
Lv19 Charmander [Fire]
Prize: P380

Bug Catcher
Lv16 Butterfree [Bug/Psychic]
Lv16 Beedrill [Bug/Poison]
Prize: P160

For now the only way to reach Route 5 further north is via the Underground Path because you'll need Surf in order to cross the river which is now between Route 6 and the Saffron City southern Gate.

Route 11

Pokémon Found

(Grass)
Ekans [Poison] {Level 15}
Spearow [Flying/Dark] {Levels 14-16}
Rattata [Normal] {Level 14}
Drowzee [Psychic/Ghost] {Levels 14-17}
Eevee [Normal] {Level 15}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Kingler [Water/Bug] {Level 45}
Cloyster [Rock/Ice] {Level 45}

Youngster spotted.

Youngster
Lv16 Spearow [Flying/Dark]
Lv16 Rattata [Normal]
Lv16 Nidorina [Normal]
Prize: P240

Head up the road to find Youngsters #2 and #3.

Youngster
Lv18 Ekans [Poison]
Lv18 Grimer [Poison/Dark]
Prize: P270

Youngster
Lv15 Sandshrew [Ground]
Lv15 Zubat [Poison/Flying]
Lv15 Koffing [Poison/Fire]
Prize: P225

South from #3 is a left turn, follow it further south to reach a Gambler.

Gambler
Lv15 Dratini [Dragon]
Lv15 Drowzee [Psychic/Ghost]
Lv15 Diglett [Ground]
Prize: P1050

Stick with the road to find Gambler #2.

Gambler
Lv15 Abra [Psychic]
Lv15 Staryu [Water]
Lv15 Porygon [Psychic/Electric]
Prize: P1050

The left turn next to him leads to Youngster #4.

Youngster
Lv16 Diglett [Ground]
Lv16 Nidorino [Poison]
Lv16 Eevee [Normal]
Prize: P240

The right turn below Gambler #2 leads to an Engineer.

Engineer
Lv18 Magnemite [Electric/Steel]
Lv18 Machop [Fighting]
Prize: P900

Head up to find Engineer #2.

Engineer
Lv16 Electabuzz [Electric/Fighting]
Lv16 Geodude [Rock]
Lv16 Voltorb [Electric/Normal]
Prize: P800

Back to Gambler #2, go up to find #3 then #4 near the eastern Gate.

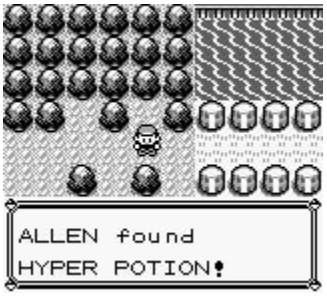
Gambler
Lv17 Mr. Mime [Psychic/Dark]
Prize: P1190

Gambler
Lv19 Vulpix [Fire]
Lv19 Psyduck [Water]
Lv19 Gloom [Grass/Poison]
Lv19 Meowth [Normal/Dark]
Prize: P1330

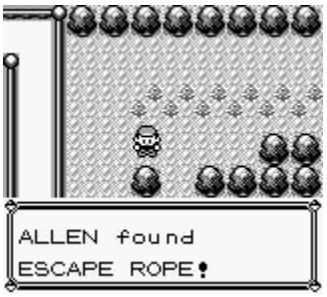
One of Prof. Oak's Lab Aides is on the next floor of the Gate, he'll give you the **Itemfinder** if you've caught at least 30 Pokémon by now.

The 1st generation Itemfinder isn't fun to use when compared to future versions but it's better to have it than not to so hopefully you've caught enough Pokémon to get it. Outside the Gate is a small portion of Route 12 and of course Snorlax taking a long nap right in the middle of the road.

There's a hidden **Hyper Potion** by one of the trees on the right.



Back in Route 11 there's a tree just on the upper right from Gambler #4, you'll find a hidden **Escape Rope** on it.



There are a couple of hidden items that you can go back to pick up in Viridian Forest:

Viridian City…

…and Pokémon Mansion:

Also included are screenshots for hidden items, an **X Special** and a **Full Restore**, which are found in the Route 6 Underground Path:

When you're ready, it's time to meet the Lightning Mexican.

[g2] Vermilion City Gym

Leader: Lt. Surge - *The Lightning American!*

Or the Lightning Unovan according to the Gym Guide. Much more appropriate. No Gym puzzle this time, just get through the Gym Trainers to reach Surge.

Gentleman
Lv25 Pikachu [Electric]
Prize: P1750

Sailor
Lv18 Magnemite [Electric/Steel]
Lv18 Magnemite [Electric/Steel]
Prize: P540

Rocker
Lv19 Voltorb [Electric/Normal]
Lv19 Voltorb [Electric/Normal]
Prize: P475

****Gym Battle****

Leader Lt. Surge
((*1 Super Potion*))
Lv22 Voltorb [Electric/Normal]
Moves: *Thunder Shock, Spark, Take Down, Self-Destruct*

Lv22 Electabuzz [Electric/Fighting]
Moves: *Thunder Shock, Quick Attack, Spark, Karate Chop*

Lv22 Magnemite [Electric/Steel]
Moves: *Spark, Iron Head, Thunder Shock, Supersonic*

Lv23 Porygon [Psychic/Electric]
Moves: *Thunder Shock, Tackle, Conversion, Psybeam*

Lv23 Pikachu [Electric]
Moves: *Surf, Quick Attack, Double Team, Thunderbolt*

Prizes: P2277 + Thunder Badge + TM24 Thunderbolt

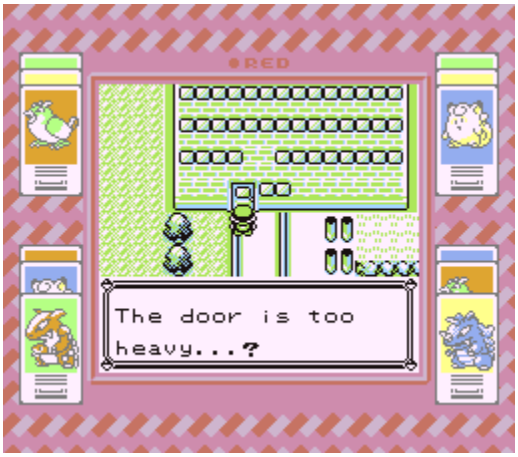
Cut can now be used outside of battles, sweet. Exit the Gym and get ready for the trip north to Route 5 and beyond.

Route 5

Pokémon Found

(Grass)
Vulpix [Fire] {Levels 14-15}
Growlithe [Fire/Rock] {Levels 14-15}
Meowth [Normal/Dark] {Level 14}
Mankey [Fighting] {Levels 14-15}
Jigglypuff [Fairy/Psychic] {Levels 14-15}
Charmander [Fire] {Level 5}

Previously you could still find the Daycare here, but now there's a tall building located along the western side of the route. This of course is the Battle Tower. At the moment you can't go inside because the door is too heavy (?) What the…



…and when you check again, it turns out that you need some *Strength* to open it ☺

This makes me think of the massive entrance doors to the Zoldyck estate in ***Hunter x Hunter*** haha, even the security guard is jacked A.F. in order to open them. Carry on north to the famous blue city.

Cerulean City

"***A Mysterious, Blue Aura Surrounds It***"

****HMs Needed: *Cut*.**

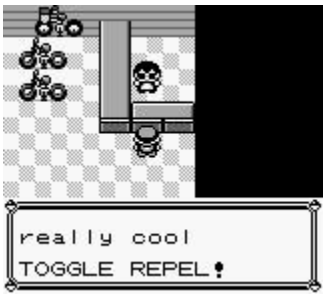
Places of Interest
Pokémon Center
Pokémon Mart
Bike Shop
Cerulean City Gym
Cerulean Cave

Pokémon Found
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}

(Super Rod)
Golduck [Water/Ghost] {Level 45}
Seaking [Water/Normal] {Level 45}
Kingler [Water/Bug] {Level 45}

Cerulean City Mart
****
Common Candy P100
Great Ball P600
Potion P300
Repel P350
Antidote P100
Burn Heal P250
Awakening P200
Parlyz Heal P200
TM19 Seismic Toss P3000

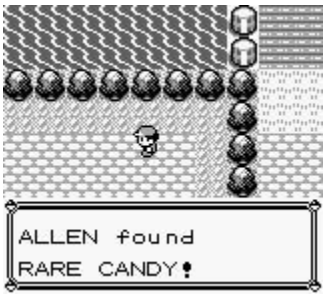
Good old Cerulean. We'll start off at the Bike Shop where the owner tells you that he doesn't have any Bikes left (!) but he gives you one heck of a consolation prize - the **Toggle Repel**!



An infinite-use Repel that works wherever wild Pokémon can be found, but the major disadvantage about it is that you won’t encounter any Pokémon while it is enabled. It's funny that the owner says he's out of Bikes while there are a bunch of them on display right next to the counter haha ☺

Some wise guy or gal thought it would be a cool idea to plant a tree by the Gym entrance so no chance of seeing Misty just yet. Hmm then again, maybe Misty planted it to keep stalkers away...

In the backyard of the northwest house, there's a hidden **Rare Candy** on the ground:



No entry into the northeast house yet because of the Team Rocket robbery and the cops still around so we'll come back later.

The **Level Cap** for the Gym is **29**. To prepare for it you can go east to Route 9, west to Route 4 then Mt. Moon, and north to Routes 24 and 25. We'll start west then east and go north.

Route 4

****HMs Needed: *Surf*.**

Pokémon Found

(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Golduck [Water/Ghost] {Level 45}
Seaking [Water/Normal] {Level 45}
Kingler [Water/Bug] {Level 45}

The only things out here are a Lass and **TM04 Wing Attack** just below her.

Lass
Lv21 Paras [Bug/Grass]
Lv21 Paras [Bug/Grass]
Lv21 Parasect [Bug/Grass]
Prize: P315

Up north is the entrance to Mt. Moon.

Mt. Moon

****HMs Needed: *Surf*.**

-B1F-

Pokémon Found

Zubat [Poison/Flying] {Levels 13-14}
Geodude [Rock] {Levels 14-15}
Sandshrew [Ground] {Level 14}
Onix [Rock/Dragon] {Levels 14-15}
Clefairy [Fairy/Normal] {Level 15}

Nothing in this confined space other than the Pokémon and the next ladder.

-B2F-

Pokémon Found

Zubat [Poison/Flying] {Level 13}
Geodude [Rock] {Level 13}
Paras [Bug/Grass] {Levels 13-15}
Shellder [Rock/Ice] {Levels 13-14}
Magnemite [Electric/Steel] {Level 15}
Onix [Rock/Dragon] {Level 15}
Clefairy [Fairy/Normal] {Level 15}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}

Now here things get a little interesting: to the north is a rocky platform where you'll find the Super Nerd and the pair of **Fossils**, and to the south is the first of a handful of Rocket Grunts that are found here. If you take on and defeat the Super Nerd for the Fossils first, the Grunts won't bother you unless you talk to them.

Super Nerd
Lv22 Grimer [Poison/Dark]
Lv22 Voltorb [Electric/Normal]
Lv22 Koffing [Poison/Fire]
Lv22 Omanyte [Water/Rock]
Lv22 Kabuto [Bug/Rock]
Prize: P550

Pick a Fossil, any Fossil. **Dome Fossil** is on the left and **Helix Fossil** is on the right.

Rocket
Lv22 Rattata [Normal]
Lv22 Zubat [Poison/Flying]
Prize: P660

The rest of the room can't be explored without Surf so make a note to return here later.

Route 9

****HMs Needed: *Cut*.**

Pokémon Found

(Grass)
Nidoran-M [Poison] {Levels 17, 20}
Nidoran-F [Normal] {Levels 17, 19}

_Pidgeotto [Flying] {Level 21}
_Raticate [Normal] {Level 20}
_Nidorino [Poison] {Level 21}
_Nidorina [Normal] {Level 21}
_Fearow [Flying/Dark] {Level 24}

There's a lone tree on the right, check it for a hidden **Ether**.

You've got access to a grassy area here while the rest of the route is blocked by a tree unfortunately.

On the way north out of Cerulean you'll bump into Blue for Round 3, let's see what he's caught now.

****Rival Battle****

Rival Blue
Lv22 Pidgeotto [Flying]
Moves: *Twister, Quick Attack, Fury Attack, Wing Attack*

Lv20 Kadabra [Psychic]
Moves: *Confusion, Disable, ---, ---*

Lv24 Eevee [Normal]
Moves: *Mud-Slap, Double Kick, Quick Attack, Bite*

Lv23 Wartortle [Water]
Moves: *Bubble, Bute, Tail Slap, Withdraw*

or

Lv23 Ivysaur [Grass]
Moves: *Leech Seed, Vine Whip, Take Down, Mega Drain*

or

Lv23 Charmeleon [Fire]
Moves: *Ember, Leer, Fury Swipes, ---*

Prize: P805

Route 24

****HMs Needed: *Surf*.**

Pokémon Found
(Grass)
Butterfree [Bug/Psychic] {Level 18}
Beedrill [Bug/Poison] {Level 18}
Oddish [Grass/Poison] {Levels 16-17}
Bellsprout [Grass/Poison] {Levels 16-17}
Venonat [Bug/Poison] {Levels 18-19}
Abra [Psychic] {Levels 16-17}
(Old Rod)

Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Golduck [Water/Ghost] {Level 45}
Seaking [Water/Normal] {Level 45}
Kingler [Water/Bug] {Level 45}

The Nugget Bridge challenge is still on, beat the following 5 Trainers and win a prize.

Bug Catcher
Lv23 Venonat [Bug/Poison]
Lv23 Butterfree [Bug/Psychic]
Lv23 Pinsir [Bug/Fighting]
Prize: P230

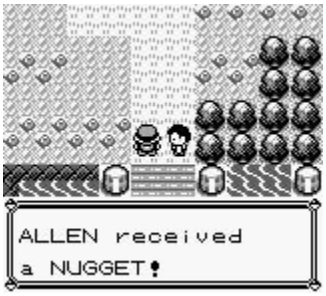
Lass
Lv23 Pidgeotto [Flying]
Lv23 Nidorina [Normal]
Lv23 Pikachu [Electric]
Prize: P345

Youngster
Lv24 Ponyta [Fire]
Lv24 Tentacool [Water/Poison]
Lv24 Exeggcute [Grass/Psychic]
Prize: P360

Lass
Lv24 Cubone [Ground]
Lv24 Drowzee [Psychic/Ghost]
Lv24 Gastly [Ghost]
Prize: P360

Jr. Trainer [M]
Lv26 Primeape [Fighting]
Prize: P520

Then there's Trainer #6 at the north end of the bridge, he'll give a **Nugget** as the prize for completing the challenge and suddenly tries to recruit you for his group Team Rocket!



Rocket
Lv26 Koffing [Poison/Fire]
Lv26 Golbat [Poison/Flying]
Lv26 Raticate [Normal]
Lv26 Arbok [Poison]
Prize: P780

At least he was cool enough to give you the Nugget before trying to recruit you. On the riverbank on the left is one more Trainer who saw you during the challenge.

Jr. Trainer [M]
Lv25 Porygon [Psychic/Electric]
Lv25 Kadabra [Psychic]
Prize: P500

<u>Route 25</u>

****HMs Needed: *Cut*.**

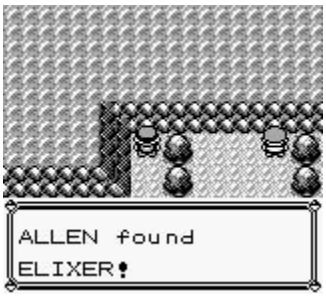
<u>Pokémon Found</u>
(Grass)

Poliwag [Water] {Levels 17-20}
Psyduck [Water] {Levels 18-20}
Meowth [Normal/Dark] {Levels 19-20}
Squirtle [Water] {Level 5}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Golduck [Water/Ghost] {Level 45}
Seaking [Water/Normal] {Level 45}
Kingler [Water/Bug] {Level 45}

North of the bridge is **TM33 Reflect** between some trees. East from there is another challenge, involving a hedge maze and not as exciting or dramatic as the Nugget Bridge challenge since you can avoid some of the Trainers here. First one spotted is a Hiker.

Hiker
Lv25 Machop [Fighting]
Lv25 Graveler [Rock]
Prize: P875

Just to the right of him is a small gap between the mountain and a pair of trees, check the north rock wall for a hidden **Elixer**:



Youngster
Lv25 Poliwhirl [Water]
Lv25 Fearow [Flying/Dark]
Prize: P375

Hiker
Lv25 Onix [Rock/Dragon]
Lv25 Dugtrio [Ground]
Prize: P875

Youngster
Lv28 Slowpoke [Psychic]
Prize: P420

Lass
Lv25 Jigglypuff [Fairy/Psychic]
Lv25 Nidorino [Poison]
Lv25 Meowth [Normal/Dark]
Prize: P375

Hiker
Lv26 Rhyhorn [Rock/Ground]
Lv26 Hitmonchan [Fighting/Dark]
Prize: P910

Jr. Trainer [M]
Lv25 Porygon [Psychic/Electric]
Lv25 Kadabra [Psychic]
Prize: P500

Youngster
Lv26 Weepinbell [Grass/Poison]
Lv26 Sandshrew [Ground]
Lv26 Growlithe [Fire/Rock]
Prize: P390

Lass
Lv26 Gloom [Grass/Poison]
Lv26 Psyduck [Water]
Lv26 Pikachu [Electric]
Prize: P390

There's a hidden **Ether** on the pair of fence poles right next to her and then we've finally arrived at the Sea Cottage by Cerulean Cape.

Sea Cottage

We find Bill in Pokémon form, which kinda fits for someone called the world's greatest Pokémaniac.

Alas we can't leave him like this, the result of a failed experiment which ended with him combining with a Pokémon. There are many things nobody should try at

home, this and attempting pro wrestling moves on younger siblings are at the top of the list.

After getting Bill back to his regular self you'll be rewarded with the first HM of the game, **HM01 Cut**!

Cut is a Bug-type move in this game and although TMs aren't reusable, HMs can be replaced by new moves. Not too shabby. Exit the cottage then come back inside and check his computer again, you'll see a list of rare Pokémon for your Pokédex: Eevee, Flareon, Jolteon and Vaporeon.

Return to the end of the hedge maze and test out Cut so you can get to **TM31 Mimic**. If you still want to train before facing Misty, you can now unlock the rest of Route 9 and take on the Trainers there...or you could save those battles for after beating Misty and raising the Level Cap. The choice is yours. I will cover the Route 9 Trainers after the Gym.

[g3] Cerulean City Gym

Leader: Misty - ***The Tomboyish Mermaid!***

The Gym hasn't changed, no puzzles and no gimmicks, just 2 Gym Trainers between you and Misty.

Pokémon Found
(Super Rod)
Golduck [Water/Ghost] {Level 45}
Seaking [Water/Normal] {Level 45}
Kingler [Water/Bug] {Level 45}

Swimmer [M]
Lv28 Seadra [Water/Dragon]
Lv28 Cloyster [Rock/Ice]
Lv28 Magikarp [Water]
Prize: P140

Jr. Trainer [F]
Lv29 Staryu [Water]
Lv29 Seaking [Water/Normal]
Prize: P580

****Gym Battle****

Leader Misty
((*1 Super Potion*))
Lv28 Psyduck [Water]
Moves: *Disable, Water Gun, Confuse Ray, Psybeam*

Lv28 Dewgong [Water/Ice]
Moves: ***Body Slam, Rest, Bubble Beam, Ice Beam***

Lv28 Poliwrath [Water/Fighting]
Moves: ***Hypnosis, Water Gun, Karate Chop, ---***

Lv29 Gyarados [Water/Flying]
Moves: ***Icy Wind, Bite, Water Gun, ---***

Lv29 Starmie [Water/Psychic]
Moves: ***Recover, Confusion, Minimize, Bubble Beam***

Prizes: P2871 + Cascade Badge + TM11 Water Gun

Now you can use Flash outside of battles, great. Exit the Gym and before we say goodbye to Cerulean for now, you can pass by the house which was robbed and confront the thief in the backyard. Stop, thief!

Rocket
Lv26 Diglett [Ground]
Lv26 Hypno [Psychic/Ghost]
Prize: P780

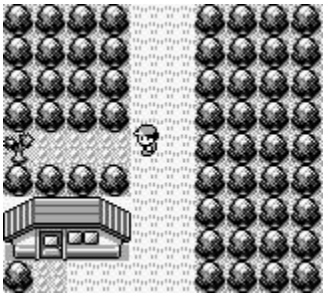
All this drama for a one-time **TM28 Dig** **tsk tsk**

You get to keep the TM since the Hiker who had it stolen from him has gone on to teach his Diglett the move by other means. There's a bit of backtracking to be done now that you can use Cut so get ready for our first backtrack run! Cue the Great Backtrack signature theme (*insert theme song for* ***Regular Show*** *here*).

++++++++++++++++++++++++
+Great Backtrack: Cut Edition+
++++++++++++++++++++++++

-Route 2-

Just before reaching the house south of the Diglett's Cave entrance you'll notice a path between trees on the left.



Make a note of it, we'll be back for it in a bit. Continue south beyond the house to a Gate where you'll meet one of Oak's Lab Aides, he'll give you **HM05 Flash** if you've caught at least 10 Pokémon.

Flash in this game is an Electric-type move with 50 Base Power and 100 Accuracy, excellent. I remember in ***Pokémon Clover*** Flash was given a similar treatment and I liked that. South from the Gate you can pick up an **HP Up** and then it's back to that path between trees. Follow it all the way onto a rocky hill with grass on it, this is where you can get yourself a Dratini.

-Viridian City-

Now you can reach the sleeping man who is standing near the southwest pond, he'll give you **TM42 Dream Eater**.

-Cinnabar Island-

The tree near the Pokémon Center was blocking access to the Pokémon Lab.

<u>Pokémon Lab</u>

In the R&D Room (middle room), speak to the Scientist by the bookshelves and he'll give you a TM which he made, **TM35 Metronome** (*~safe at home, Hyper Beam too!~ Whoops, sorry about that...a certain catchy song from the original anime started playing in my head *snapping fingers* ahh, nostalgia*).

Interesting email on the computer, it's from a research team that is planning to explore Cerulean Cave. Good luck with that mission guys, absolutely nothing could possibly go wrong down there ☺

The funky foreign doctor is in the Testing Room, he's the man to speak to for Fossil revival.

Unfortunately the process isn't instant so you'll have to check back with him after taking a brief walk. That ends our first backtrack run, return to Cerulean and carry on along Route 9. The first person you'll see is a Bug Catcher.

Bug Catcher
Lv27 Beedrill [Bug/Poison]
Lv27 Butterfree [Bug/Psychic]
Lv27 Scyther [Bug/Flying]
Prize: P270

Jr. Trainer [M]
Lv28 Growlithe [Fire/Rock]
Lv28 Charmeleon [Fire]
Lv28 Vulpix [Fire]
Prize: P560

Jr. Trainer [F]
Lv28 Gloom [Grass/Poison]
Lv28 Weepinbell [Grass/Poison]
Lv28 Tangela [Grass]
Prize: P560

Over on the far left from her is **TM30 Teleport**. Then carry on east and back onto the mountain road.

Jr. Trainer [M]
Lv34 Sandshrew [Ground]
Prize: P680

Bug Catcher
Lv31 Kingler [Water/Bug]
Prize: P310

Hiker
Lv31 Golem [Rock]
Prize: P1085

Jr. Trainer [F]
Lv31 Persian [Normal/Dark]
Prize: P620

Hiker
Lv29 Machoke [Fighting]
Lv29 Onix [Rock/Dragon]
Prize: P1015

Hiker
Lv30 Rhyhorn [Rock/Ground]
Lv30 Hitmonlee [Fighting/Normal]
Lv30 Golbat [Poison/Flying]
Lv30 Nidoqueen [Normal/Ground]
Prize: P1050

Route 10

****HMs Needed: *Surf*.**

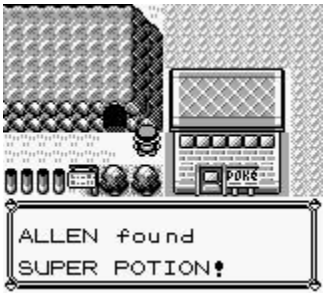
Pokémon Found

(Grass)
Ekans [Poison] {Levels 22-23}
Nidorino [Poison] {Level 17}
Nidorina [Normal] {Level 19}
Magnemite [Electric/Steel] {Levels 21-22}
Voltorb [Electric/Normal] {Levels 21-22}
Pikachu [Electric] {Level 23}

Lickitung [Normal] {Level 24}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Poliwhirl [Water] {Level 45}
Slowbro [Psychic/Rock] {Level 45}

It's good to see that the Pokémon Center is still here, a great spot to do some training and there's access to a PC's Storage Boxes too. When you're done it's time for the journey through Rock Tunnel, but before going in there's a Junior Trainer to be dealt with and there's a hidden **Super Potion** on the rock wall just to the right of the tunnel entrance.

Jr. Trainer [F]
Lv30 Wigglytuff [Fairy/Psychic]
Lv30 Clefable [Fairy/Normal]
Prize: P600



Rock Tunnel

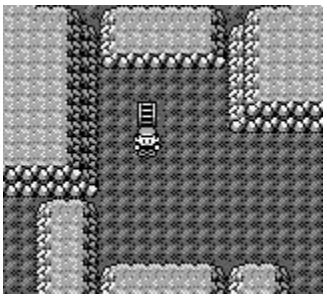
****HMs Needed: *Surf, Flash*.**

-1F-

Pokémon Found
Zubat [Poison/Flying] {Levels 19-21}

Geodude [Rock] {Levels 19-20}
Machop [Fighting] {Levels 19-20}
Rhyhorn [Rock/Ground] {Level 20}
Cubone [Ground] {Level 18}
Onix [Rock/Dragon] {Level 22}

What the...?!



Phew, much better. Dark Cave in Johto doesn't have anything on Rock Tunnel as far as being dark goes, damn ☺ Just a few steps to the right is the first Trainer here, a PokéManiac.

PokéManiac
Lv30 Electabuzz [Electric/Fighting]
Lv30 Magmar [Fire/Fighting]
Lv30 Rhydon [Rock/Ground]
Prize: P1500

Follow the path as it goes south then east to the next ladder.

-B1F-

Pokémon Found

Zubat [Poison/Flying] {Levels 19-21}
Geodude [Rock] {Levels 19-20}
Machop [Fighting] {Levels 19-20}
Rhyhorn [Rock/Ground] {Level 20}
Cubone [Ground] {Level 18}
Kangaskhan [Normal] {Level 22}

Head south then west to find PokéManiac #2.

PokéManiac
Lv32 Kangaskhan [Normal]
Prize: P1600

Continue west a few steps and before going north, you'll see a barrier made of water blocking access to the rest of that path. Make a note of this spot, we'll come back when you can Surf.

Head north to the ladder leading back to 1F.

Jr. Trainer [F]
Lv31 Eevee [Normal]
Lv31 Weepinbell [Grass/Poison]
Prize: P620

PokéManiac
Lv31 Charmeleon [Fire]
Lv31 Marowak [Ground/Ghost]
Prize: P1550

Hiker
Lv31 Omanyte [Water/Rock]
Lv31 Golem [Rock]
Prize: P1085

Hiker
Lv29 Machoke [Fighting]
Lv29 Onix [Rock/Dragon]
Prize: P1015

Back on 1F you'll see Hiker #3 as soon as you arrive.

Hiker
Lv30 Graveler [Rock]
Lv30 Machoke [Fighting]
Prize: P1050

Stay on the left side as you go south to find Hiker #4 then Hiker #5 and the next ladder on the right.

Hiker
Lv33 Onix [Rock/Dragon]
Prize: P1155

Hiker
Lv30 Growlithe [Fire/Rock]
Lv30 Graveler [Rock]
Lv30 Rhyhorn [Rock/Ground]
Prize: P1050

Back on B1F, there's a Junior Trainer just on the left then Hiker #6 and PokéManiac #3 near the ladder.

Jr. Trainer [F]
Lv30 Mankey [Fighting]
Lv30 Venonat [Bug/Poison]
Lv30 Seel [Water/Ice]
Prize: P600

Hiker
Lv30 Graveler [Rock]
Lv30 Machop [Fighting]
Lv30 Rhyhorn [Rock/Ground]
Prize: P1050

If you go south from the Hiker you can get a glimpse of what's beyond the water barrier – *another ladder*. Hmm, where does that lead to I wonder…?

PokéManiac
Lv31 Slowpoke [Psychic]
Lv31 Wartortle [Water]
Prize: P1550

Back on 1F turn south then west and find 3 more Junior Trainers before reaching the final ladder further south.

Jr. Trainer [F]
Lv31 Gloom [Grass/Poison]

Lv31 Ivysaur [Grass]
Prize: P620

Jr. Trainer [F]
Lv30 Pidgeotto [Flying]
Lv30 Pikachu [Electric]
Lv30 Nidorina [Normal]
Lv30 Ponyta [Fire]
Prize: P600

Jr. Trainer [F]
Lv31 Meowth [Normal/Dark]
Lv31 Psyduck [Water]
Prize: P620

Phew, survived Rock Tunnel. As soon as you step outside you'll see a Junior Trainer on the left.

Jr. Trainer [F]
Lv32 Jynx [Ice/Ghost]
Prize: P640

On the bottom left is a ledge that leads to a Hiker, while over on the right from the Junior Trainer is another Hiker you can either take on or avoid.

Hiker
Lv32 Arcanine [Fire/Rock]
Prize: P1120

Hiker
Lv30 Machoke [Fighting]
Lv30 Dugtrio [Ground]
Prize: P1050

The second Hiker is standing below a column of barriers, check the bottom barrier to find a hidden **Max Ether**.

One more PokéManiac is right by the entrance into Lavender Town.

PokéManiac
Lv31 Kadabra [Psychic]
Lv31 Marowak [Ground/Ghost]
Lv31 Slowpoke [Psychic]
Prize: P1550

Lavender Town

"***The Noble Purple Town***"

Places of Interest
Pokémon Center
Pokémon Mart
Pokémon Tower
Lavender Volunteer Pokémon House
Old Rod Fishing Guru's House

Lavender Town Mart
Common Candy P100
Great Ball P600
Super Potion P700
Revive P1500
Escape Rope P550
Super Repel P500
Antidote P100
Burn Heal P250
Ice Heal P250

Parlyz Heal P200
TM44 Rest P2000

For the time being we're just passing through the melancholic town, we'll be back to explore the Pokémon Tower when we've got the **Silph Scope**.

The Fishing Guru lives in the southern house…

…and if you love fishing like he does he'll give you the **Old Rod**. Now you can get yourself a Magikarp.

Where on earth is Mr. Fuji, he's not at the Volunteer house...

You can go south to Route 12 and reach the Gate. On the next floor is a girl who'll give you **TM39 Swift**.

Back to Lavender Town and head west to Route 8.

Route 8

****HMs Needed: *Cut*.**

Pokémon Found

(Grass)
_Ekans [Poison] {Level 22}
_Mankey [Fighting] {Level 22}
_Sandshrew [Ground] {Level 22}
_Growlithe [Fire/Rock] {Levels 22-23}
_Vulpix [Fire] {Levels 22-23}
_Meowth [Normal/Dark] {Level 22}
_Jigglypuff [Fairy/Psychic] {Level 22}
_Chansey [Normal] {Level 25}
(Old Rod)
_Magikarp [Water] {Level 5}
(Good Rod)

Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}

First person spotted out here is a Super Nerd.

Super Nerd
Lv32 Koffing [Poison/Fire]
Lv32 Jolteon [Electric]
Prize: P800

Follow the road to a Gambler and a Super Nerd to the north of him.

Gambler
Lv32 Kadabra [Psychic]
Lv32 Flareon [Fire]
Lv32 Mr. Mime [Psychic/Dark]
Prize: P2240

Super Nerd
Lv34 Muk [Poison/Dark]
Lv34 Arbok [Poison]
Prize: P850

The road goes west to another Super Nerd and a trio of Lasses standing together and facing different directions. Even after all these years they still look like a little silly even though their reason for being out here is a valid one haha ☺

Lass
Lv32 Nidorina [Normal]
Lv32 Nidorina [Normal]
Lv32 Nidoqueen [Normal/Ground]
Prize: P480

Super Nerd
Lv33 Porygon [Psychic/Electric]
Lv33 Porygon2 [Psychic/Electric]
Prize: P825

Lass
Lv32 Meowth [Normal/Dark]
Lv32 Meowth [Normal/Dark]
Lv32 Persian [Normal/Dark]
Prize: P480

Lass
Lv33 Chansey [Normal]
Lv33 Raichu [Electric]
Prize: P495

Near the Underground Path entrance are one more Lass and Gambler.

Lass
Lv33 Clefairy [Fairy/Normal]
Lv33 Vaporeon [Water]
Lv33 Glaceon [Ice]
Lv33 Espeon [Psychic]
Prize: P495

Gambler
Lv31 Poliwag [Water]
Lv31 Poliwhirl [Water]
Lv31 Poliwrath [Water/Fighting]
Lv31 Politoed [Water/Fairy]
Prize: P2170

Underground there is a hidden **Elixer** and a hidden **Nugget** to be found. The Elixer is somewhere halfway along the path and the Nugget is closer to the western stairs.

Route 7

Pokémon Found

(Grass)
Pidgeotto [Flying] {Levels 24-25}
Raticate [Normal] {Levels 25-26}
Growlithe [Fire/Rock] {Levels 24-25}
Vulpix [Fire] {Levels 20, 24}
Kadabra [Psychic] {Level 25}
Porygon [Psychic/Electric] {Level 25}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}

Just like regular Route 7, not much going on here so just carry on west into Celadon City.

Celadon City

"***The City of Rainbow Dreams***"

****HMs Needed: *Cut, Surf*.**

Places of Interest

Pokémon Center
Celadon Department Store
Celadon City Gym
Celadon Mansion
Rocket Game Corner & Prize Exchange

Pokémon Found

(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Poliwhirl [Water] {Level 45}
Slowbro [Psychic/Rock] {Level 45}

Here we are, our first taste of the big city life. Let's have a look around before paying Erika a visit. Already there's a sign of trouble in the form of a Rocket Grunt near the city's entrance.

Celadon Mansion

Enter the building through the back and head up to the penthouse, you'll find a free Eevee on the table.

It's at Level 25 and knows Mud-Slap, Double Kick, Quick Attack and Bite. Then enter through the front and if you head up to 3F you'll find the Game Freak development team. You can come back and speak to the game designer after completing the Pokédex.

Celadon Department Store
****

"*Find what you need at Celadon Dept. Store!*"

-2F- (Trainer's Market)

Common Candy P100
Great Ball P600
Super Potion P700
Revive P1500
Super Repel P500
Antidote P100
Burn Heal P250
Ice Heal P250
Awakening P200
Parlyz Heal P200

TM13 Ice Beam P4000
TM22 Solar Beam P5000
TM38 Flamethrower P5000
TM48 Rock Slide P4000
TM24 Thunderbolt P2000
TM37 Dark Pulse P2000
TM46 Bug Buzz P4000
TM05 Mega Kick P3000
TM09 Take Down P3000
TM23 Dragon Rage P5000

-3F- (TV Game Shop)

Speak to the clerk at the counter to receive **TM18 Meditate**.

It's kind of funny that he still delivers the counter/Counter move joke and catches himself at the end ☺

-4F- (Wiseman Gifts)

Fire Stone P2500
Thunder Stone P2500
Water Stone P2500
Leaf Stone P2500
Moon Stone P2500
Sun Stone P2500
Ice Stone P2500

-5F- (Drug Store)

X Accuracy P950
Guard Spec. P700
Dire Hit P650
X Attack P500
X Defend P550
X Speed P350
X Special P350

HP Up P15000
Protein P15000
Iron P15000
Carbos P15000
Calcium P30000

-Rooftop Square-

Fresh Water P200
Soda Pop P300
Lemonade P350

The little girl who wants a drink is here.

Each time you give her a Fresh Water you'll get **TM13 Ice Beam**, if you give her a Soda Pop you'll get **TM48 Rock Slide** and for a Lemonade she'll give you **TM49 Tri Attack**.

Buy 1 of those drinks and store it for later, you'll need it for the Saffron Gate guards. Happy shopping!

...several hours later...

Along the southern area of the city are 2 small buildings located next to the hotel. The left-most building is the diner, where one very unlucky guy will give you his **Coin Case** now that he won't be needing it.

His gambling days may be over, but yours though...

Rocket Game Corner

"*The playground for grown-ups!*"

It's time to pick up a new addiction...or habit. No hidden Coins all around the floor like in later generations but a couple of the patrons will give you some if you talk to them: the Gentleman sitting at the right side row of slot machines gives you 20 Coins…

…the Super Nerd sitting by the row behind him will also give you 20 Coins…

…and the Fisherman sitting across from the left side row gives you 10 Coins.

By the counter you can buy 50 Coins for P1000 from the male clerk and next door you'll find these prizes:

Clefairy 250 Coins
Mr. Mime 500 Coins
Porygon 1000 Coins

Pinsir 2000 Coins
Scyther 2500 Coins
Mew 9999 Coins (*?! Drat and double drat, *grumble, grumble, grumble**)

TM26 Earthquake 3000 Coins
TM15 Hyper Beam 4000 Coins
Master Ball 5000 Coins

Yeah...I can already see long nights ahead of camping outside the Game Corner just to get Mew. It's doable of course, but damn haha ☺ at least there won't be any hunting for trucks to look under ☺☺ We'll deal with Team Rocket first then hit the Gym, so get ready. Back in the Game Corner there's the shady character who is guarding the poster at the back of the room.

Who guards a poster...?

Rocket
Lv33 Raticate [Normal]
Lv33 Golbat [Poison/Flying]
Lv33 Muk [Poison/Dark]
Prize: P990

After he goes off to snitch on you, check behind the poster to find a switch and push it to reveal a flight of stairs on the right.

Rocket Hideout

-B1F-

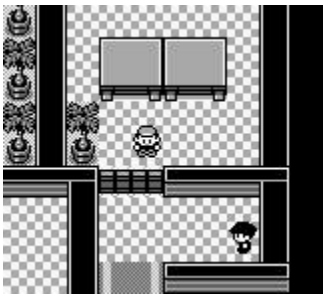
Go south from the stairs then over to the left side, the first Grunt is here.

Rocket
Lv33 Raticate [Normal]
Lv33 Arbok [Poison]
Lv33 Golduck [Water/Ghost]
Prize: P990

In the room south from him is an **Escape Rope**. Next to the room is a short corridor with potted plants on either side, check the bottom right plant to find a hidden **PP Up**. Grunt #2 is over on the right.

Rocket
Lv33 Drowzee [Psychic/Ghost]
Lv33 Machoke [Fighting]
Lv33 Kadabra [Psychic]
Prize: P990

There's a barrier blocking access to the southeast area, so head back to the stairs and continue down to the basement.



-B2F-

Just over on the left is Grunt #3 and his full team. He might as well be an Executive.

Rocket
Lv33 Zubat [Poison/Flying]
Lv33 Koffing [Poison/Fire]
Lv33 Grimer [Poison/Dark]
Lv33 Raticate [Normal]
Lv33 Sandshrew [Ground]
Lv33 Machoke [Fighting]
Prize: P990

Further on the left is the slide tile field but hold off on going there just yet, go for the stairs above the Grunt.

-B3F-

South from the stairs is Grunt #4 and **TM10 Slam** in the room behind him.

Rocket
Lv33 Machoke [Fighting]
Lv33 Magneton [Electric/Steel]
Lv33 Golem [Rock]
Prize: P990

To the left of the stairs is another slide tile field, I will record a short video clip showing how to navigate through it to reach the south side (you can pick up a **Rare Candy** along the way too). The clip will be included in the ZIP/RAR file for this walkthrough. Waiting for you down south is Grunt #5.

Rocket
Lv33 Electrode [Electric/Normal]
Lv33 Golbat [Poison/Flying]
Lv33 Muk [Poison/Dark]
Prize: P990

Over on the right from him are the next stairs.

-B4F-

In the room on the left from the stairs you'll find an **HP Up** on a table and in the upper left room is Grunt #6 and **TM02 Air Slash**.

Rocket
Lv34 Drowzee [Psychic/Ghost]
Lv34 Magneton [Electric/Steel]
Lv34 Venomoth [Bug/Poison]
Prize: P1020

Talk to him again after the battle and he'll drop the **Lift Key**.

All he has to do is turn around and pick it right back up but nope ☺ Return to B2F and get through the slide tile field to reach the stairs and the elevator on the southeast side of the room. There'll be a video clip for this puzzle too. Along the way you can pick up a **Nugget**, a **Moon Stone**, **TM07 Drill Run** and an **HP Up**. Climb the stairs back to B1F, you'll pop up in the south room where Grunts #7, #8 and a second Nugget are present.

Rocket
Lv32 Grimer [Poison/Dark]
Lv32 Koffing [Poison/Fire]
Lv32 Zubat [Poison/Flying]
Lv32 Magnezone [Electric/Steel]
Prize: P960

Rocket
Lv34 Sandslash [Ground]
Lv34 Raticate [Normal]
Lv34 Haunter [Ghost]
Prize: P1020

Back to B2F, into the elevator and it's off to B4F's southeast side. Before taking on the Grunts who are standing outside the Boss's room, you can head south to pick up an **Iron** off of the table there.

Rocket
Lv33 Electrode [Electric/Normal]
Lv33 Koffing [Poison/Fire]
Lv33 Sandslash [Ground]

Lv33 Arbok [Poison]
Prize: P990

Rocket
Lv33 Hypno [Psychic/Ghost]
Lv33 Arbok [Poison]
Lv33 Golbat [Poison/Flying]
Lv33 Weezing [Poison/Fire]
Prize: P990

There are 6 machines behind Giovanni, check the machine directly behind him to find a hidden **Super Potion**.

Then it's time to confront the man behind this whole criminal organisation, who is rather impressed to see that you've reached this point.

****Boss Battle****

Giovanni
((*1 Hyper Potion*))

Lv36 Persian [Normal/Dark]
Moves: *Fury Swipes, Metal Claw, Sharpen, Night Shade*

Lv35 Rhydon [Rock/Ground]
Moves: ***Rock Throw, Fury Attack, Stomp, Drill Run***

Lv35 Kangaskhan [Normal]
Moves: ***Bite, Double Kick, Drain Punch, Bulldoze***

Lv36 Nidoqueen [Normal/Ground]
Moves: ***Super Fang, Stomp, Bite, Dig***

Lv36 Nidoking [Poison/Ground]
Moves: ***Iron Head, Outrage, Bulldoze, Sludge***

Prize: P3564

Although he leads an organisation of criminals who steal (*and even kill*) Pokémon, Giovanni acknowledges how well you've raised yours and hopes that the two of you will meet again. What is he aiming to achieve anyway? After he leaves you can pick up the Silph Scope that has been dropped then take the elevator back to B1F where one final Grunt is standing by to ambush you on the way out.

Rocket
Lv33 Voltorb [Electric/Normal]
Lv33 Voltorb [Electric/Normal]
Lv33 Voltorb [Electric/Normal]
Lv33 Voltorb [Electric/Normal]
Prize: P990

And that takes care of Team Rocket for now. Exit the Game Corner and get ready for Erika's Gym. You can do more training by heading back to Lavender and going through Pokémon Tower (*just scroll down to the section where I cover it for*

Trainer and wild Pokémon information). Go east from the Game Corner, Cut the tree and go north to a dead-end between the trees. Check the north tree for a hidden **PP Up**.

[g4] Celadon City Gym

Leader: Erika - *The Nature Loving Princess!*

Hmm, if Gen 1 came out today I can imagine the old man who's outside the Gym would be inside because he now identifies as one of the women he's ogling at or would he still be outside and the one particular Beauty who has caught his eye might be...?

Lass
Lv33 Gloom [Grass/Poison]
Lv33 Weepinbell [Grass/Poison]
Prize: P495

Beauty
Lv33 Oddish [Grass/Poison]
Lv33 Bellsprout [Grass/Poison]
Lv33 Gloom [Grass/Poison]
Lv33 Weepinbell [Grass/Poison]
Prize: P2310

You can simply skip all the remaining Gym Trainers and reach Erika by moving up and around to her along either of the side walls. But where's the fun in doing that? On the upper left side are a couple of Beauties and on the upper right are a Junior Trainer, Lass #2 and a Cooltrainer.

Beauty
Lv34 Exeggcute [Grass/Psychic]
Lv34 Exeggcute [Grass/Psychic]
Lv34 Exeggcute [Grass/Psychic]
Prize: P2380

Beauty
Lv36 Exeggutor [Grass/Psychic]
Prize: P2520

Jr. Trainer [F]
Lv34 Bulbasaur [Grass]
Lv34 Ivysaur [Grass]
Prize: P680

Lass
Lv34 Parasect [Bug/Grass]
Prize: P510

Cooltrainer [F]
Lv36 Venusaur [Grass]
Prize: P1260

****Gym Battle****

Leader Erika
((*1 Hyper Potion*))

Lv35 Vileplume [Grass/Poison]
Moves: *Bulldoze, Sleep Powder, Mega Drain, Sludge*

Lv35 Clefable [Fairy/Normal]
Moves: ***Swift, Psybeam, Amnesia, Moonblast***

Lv35 Exeggutor [Grass/Psychic]
Moves: ***Psybeam, Self-Destruct, Stun Spore, Mega Drain***

Lv36 Tangrowth [Grass/Water]
Moves: ***Constrict, Sleep Powder, Mega Drain, Surf***

Lv35 Bellossom [Grass/Fairy]
Moves: ***Sleep Powder, Mega Drain, Psybeam, Moonblast***

Lv36 Leafeon [Grass]
Moves: ***Bulldoze, Razor Leaf, Slash, Cut***

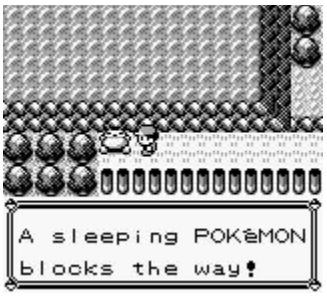
Prizes: P3564 + Rainbow Badge + TM21 Mega Drain

You can **Fly** now thanks to having this Badge and the **Level Cap** has gone up to **44**. Very good ☺ Exit the Gym and you can head west to check out the first half of Route 16.

Route 16

Pokémon Found
(Grass)
Tangela [Grass] {Level 24-26}
Spearow [Flying/Dark] {Level 24-26}
Machop [Fighting] {Level 24-25}
Fearow [Flying/Dark] {Level 26}
Mr. Mime [Psychic/Dark] {Level 30}

Much shorter than the Route 16 you might remember but still worth having a look at, not just for the Pokémon in the grass but for the extra one that is found at the end of the road.



Another sleeping Snorlax. After you're done here return to Lavender and prepare for Pokémon Tower.

Pokémon Tower

"***May the Souls of Pokémon Rest Easy***"

-2F-

It is here where we meet up with Blue, who can still bust out combo breaker lines even in a somber place like this haha - "Your Pokemon don't look dead!"

They don't make Rivals like this guy anymore, eh?

****Rival Battle****

Rival Blue
((*1 Hyper Potion*))

Lv34 Kadabra [Psychic]
Moves: *Teleport, Psybeam, Light Screen, Reflect*

Lv35 Arcanine [Fire/Rock]
Moves: *Roar, Bite, Take Down, Flamethrower*

Lv34 Pidgeot [Flying]
Moves: *Metal Claw, Mirror Move, Slam, Air Slash*

Lv36 Sylveon [Fairy]
Moves: *Quick Attack, Disarm Voice, Thunder Wave, Bite*

Lv36 Blastoise [Water/Steel]
Moves: *Water Gun, Iron Head, Bubble Beam, Body Slam*

or

Lv34 Kadabra [Psychic]
Moves: *Teleport, Psybeam, Light Screen, Reflect*

Lv34 Gyarados [Water/Flying]
Moves: *Splash, Bite, Water Gun, Dragon Rage*

Lv34 Pidgeot [Flying]
Moves: *Metal Claw, Mirror Move, Slam, Air Slash*

Lv36 Sylveon [Fairy]
Moves: ***Quick Attack, Disarm Voice, Thunder Wave, Bite***

Lv36 Venusaur [Grass]
Moves: ***Take Down, Mega Drain, Razor Leaf, Double-Edge***

or

Lv34 Kadabra [Psychic]
Moves: ***Teleport, Psybeam, Light Screen, Reflect***

Lv34 Exeggutor [Grass/Psychic]
Moves: ***Poison Powder, Psybeam, Self-Destruct, Stun Spore***

Lv34 Pidgeot [Flying]
Moves: ***Metal Claw, Mirror Move, Slam, Air Slash***

Lv36 Sylveon [Fairy]
Moves: ***Quick Attack, Disarm Voice, Thunder Wave, Bite***

Lv36 Charizard [Fire/Flying]
Moves: ***Fury Swipes, Rage, Roar, Wing Attack***

Prize: P2340

Afterwards head for the stairs on the right.

-3F-

<u>Pokémon Found</u>
Gastly [Ghost] {Levels 25-27}
Cubone [Ground] {Levels 25-27}
Haunter [Ghost] {Level 29}

The first battling Channelers are here: one near an **Escape Rope** on the north side, one near the center of the room and one facing south.

Channeler
Lv38 Gastly [Ghost]

Lv38 Hypno [Psychic/Ghost]
Prize: P1140

Channeler
Lv38 Drowzee [Psychic/Ghost]
Lv38 Haunter [Ghost]
Prize: P1140

Channeler
Lv38 Cubone [Ground]
Lv38 Kangaskhan [Normal]
Prize: P1140

-4F-

<u>Pokémon Found</u>
Gastly [Ghost] {Levels 25-27}
Cubone [Ground] {Levels 25-27}
Haunter [Ghost] {Level 29}

Channeler
Lv37 Gastly [Ghost]
Lv37 Haunter [Ghost]
Lv37 Haunter [Ghost]
Prize: P1110

Below her is an **Iron** and a **Calcium**.

Channeler
Lv39 Haunter [Ghost]
Lv39 Hypno [Psychic/Ghost]
Prize: P1170

That's an **HP Up** on the south side.

Channeler
Lv40 Gastly [Ghost]

Lv40 Gastly [Ghost]
Prize: P1200

-5F-

<u>Pokémon Found</u>
Gastly [Ghost] {Levels 25-27}
Cubone [Ground] {Level 27}
Haunter [Ghost] {Levels 29-30}

There are 2 parts of the wall below the stairs, check the bottom-most part for a hidden **Elixer**.

Channeler
Lv40 Cubone [Ground]
Lv40 Marowak [Ground/Ghost]
Prize: P1200

South from there is the purified zone.

Where did the Channeler near that spot get the "white magic" to seal that space though?

Channeler
Lv39 Haunter [Ghost]
Lv39 Espeon [Psychic]
Prize: P1170

South from her is a **Nugget** and the next Channeler.

Channeler
Lv39 Hypno [Psychic/Ghost]
Lv39 Muk [Poison/Dark]
Prize: P1170

Channeler
Lv38 Ninetales [Fire/Psychic]
Lv38 Haunter [Ghost]
Prize: P1140

-6F-

<u>Pokémon Found</u>
Gastly [Ghost] {Levels 25-27}
Cubone [Ground] {Level 27}
Haunter [Ghost] {Levels 29-30}

Channeler
Lv39 Gastly [Ghost]
Lv39 Gastly [Ghost]

Lv39 Gastly [Ghost]
Prize: P1170

South from her is a **Protein**.

Channeler
Lv38 Gengar [Ghost]
Lv38 Jynx [Ice/Ghost]
Lv38 Annihilape [Fighting/Ghost]
Prize: P1140

Channeler
Lv38 Golduck [Water/Ghost]
Lv38 Umbreon [Dark]
Prize: P1140

That's a **Rare Candy** on the bottom left from her. Further down are the stairs leading to 7F and the Ghost Marowak.

It is Level 50 and knows Bonemerang, Bone Club, Earthquake and Outrage. Defeat Marowak to calm it down and let it move on.

-7F-

<u>Pokémon Found</u>
Gastly [Ghost] {Level 27}
Haunter [Ghost] {Levels 29-30}
Cubone [Ground] {Level 27}
Gengar [Ghost] {Level 36}

We go from fighting ghosts to dealing with Grunts. Are they the ones responsible for what happened to Marowak?

Rocket
Lv37 Machoke [Fighting]
Lv37 Magneton [Electric/Steel]
Lv37 Crobat [Poison/Flying]
Prize: P1110

Rocket
Lv38 Weezing [Poison/Fire]
Lv38 Beedrill [Bug/Poison]
Lv38 Muk [Poison/Dark]
Prize: P1140

Rocket
Lv38 Arbok [Poison]
Lv38 Raticate [Normal]

Lv38 Marowak [Ground/Ghost]
Lv38 Umbreon [Dark]
Lv38 Gengar [Ghost]
Prize: P1140

Mr. Fuji is here as well, surprised to see you've come to rescue him.

He came to calm Marowak's spirit and now that it has crossed over he thanks you for your efforts and will meet you back at his house. He's aware of your quest to complete the Pokédex and to help with that he gives you the **Poké Flute**.

Nice way to wrap up the Lavender Town arc. Get ready because we've got a big trip to the south coming up.

<u>Route 12</u>

****HMs Needed: *Surf*.**

<u>Pokémon Found</u>
(Grass)
Krabby [Water/Bug] {Levels 25-26}
Gloom [Grass/Poison] {Levels 22-23}
Weepinbell [Grass/Poison] {Levels 24, 26}

Venonat [Bug/Poison] {Levels 25-26}
Lickitung [Normal] {Level 30}
Farfetch'd [Normal/Flying] {Level 30}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Tentacruel [Water/Poison] {Level 45}
Kingler [Water/Bug] {Level 45}
Seaking [Water/Normal] {Level 45}
Gyarados [Water/Flying] {Level 45}

The first Fisherman is just south of the Gate.

Fisherman
Lv33 Seaking [Water/Normal]
Lv33 Starmie [Water/Psychic]
Prize: P1155

Fisherman
Lv32 Golduck [Water/Ghost]
Lv32 Tentacruel [Water/Poison]
Prize: P1120

Fisherman
Lv34 Gyarados [Water/Flying]
Lv34 Gyarados [Water/Flying]
Prize: P1190

Fisherman
Lv32 Dragonair [Dragon]
Lv32 Seadra [Water/Dragon]

Lv32 Dewgong [Water/Ice]
Prize: P1120

Then you'll reach the snooze spot again and it's time to wake up the giant.

Snorlax is Level 30 and knows Rest, Amnesia and Slam. If you don't succeed with this one, there's the other Snorlax at the end of Route 16. Afterwards carry on south to a Rocker and the house of the Fishing Guru's brother. He'll give you the **Good Rod**.

Rocker
Lv40 Electrode [Electric/Normal]
Lv40 Electrode [Electric/Normal]
Prize: P1000

Jr. Trainer [M]
Lv39 Nidorino [Poison]
Lv39 Nidoking [Poison/Ground]
Prize: P780

<u>Route 13</u>

****HMs Needed: *Cut, Surf*.**

<u>Pokémon Found</u>
(Grass)
_Pidgeotto [Flying] {Level 30}
_Gloom [Grass/Poison] {Levels 26-27}
_Weepinbell [Grass/Poison] {Levels 26-27}
_Nidorino [Poison] {Level 30}
_Nidorina [Normal] {Level 30}
_Farfetch'd [Normal/Flying] {Levels 28-30}
(Old Rod)
_Magikarp [Water] {Level 5}
(Good Rod)
_Goldeen [Water/Normal] {Level 35}
_Seadra [Water/Dragon] {Level 35}

(Super Rod)
Tentacruel [Water/Poison] {Level 45}
Kingler [Water/Bug] {Level 45}
Seaking [Water/Normal] {Level 45}
Gyarados [Water/Flying] {Level 45}

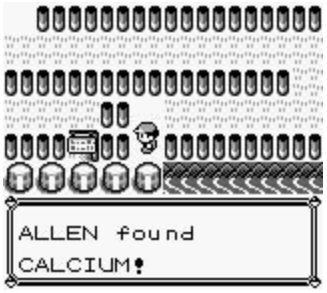
Jr. Trainer [F]
Lv39 Venusaur [Grass]
Lv39 Charizard [Fire/Flying]
Lv39 Blastoise [Water/Steel]
Prize: P780

The grass area on the left of her has another opening on the far left, you can use it as a shortcut to reach the fence maze. Or just continue along the bridge.

Bird Keeper
Lv40 Pidgeot [Flying]
Lv40 Fearow [Flying/Dark]
Lv40 Farfetch'd [Normal/Flying]
Prize: P1000

Jr. Trainer [F]
Lv41 Rapidash [Fire/Normal]
Lv41 Golduck [Water/Ghost]
Lv41 Venomoth [Bug/Poison]
Prize: P820

You'll arrive at the maze now. Move along the south edge of the maze, going to the left until you reach a gap between the poles. Check the poles on the left side of the gap for a hidden **Calcium**.



Back to the start of the maze and you can move up to meet a pair of Beauties.

Beauty
Lv40 Raticate [Normal]
Lv40 Raichu [Electric]
Lv40 Rapidash [Fire/Normal]
Prize: P2800

Beauty
Lv40 Clefable [Fairy/Normal]
Lv40 Persian [Normal/Dark]
Lv40 Blissey [Normal]
Prize: P2800

Jr. Trainer [F]
Lv40 Poliwag [Water]
Lv40 Poliwhirl [Water]
Lv40 Poliwrath [Water/Fighting]
Lv40 Politoed [Water/Fairy]
Prize: P800

Jr. Trainer [F]
Lv40 Pikachu [Electric]
Lv40 Meowth [Normal/Dark]
Lv40 Jigglypuff [Fairy/Psychic]
Lv40 Clefairy [Fairy/Normal]
Prize: P800

Go straight left then down to find this guy.

Bird Keeper
Lv40 Fearow [Flying/Dark]
Lv40 Scyther [Bug/Flying]
Lv40 Pidgeot [Flying]
Prize: P1000

To the left of him is a gap in the fence which lets you reach a tree, check it for a hidden **PP Up**.

Back to the previous Junior Trainer, head up to the north side of the maze and carry on going to the left.

Bird Keeper
Lv45 Spearow [Flying/Dark]
Lv45 Pidgeotto [Flying]
Lv45 Zubat [Poison/Flying]
Lv45 Doduo [Normal/Flying]
Prize: P1125

Biker
Lv41 Weezing [Poison/Fire]
Lv41 Electrode [Electric/Normal]
Lv41 Magnezone [Electric/Steel]
Prize: P820

<u>Route 14</u>

****HMs Needed: *Cut*.**

Pokémon Found
(Grass)
Pidgey [Flying] {Levels 26-27}
Pidgeotto [Flying] {Level 30}
Venonat [Bug/Poison] {Levels 30-31}
Venomoth [Bug/Poison] {Levels 32-33}
Pinsir [Bug/Fighting] {Level 33}
Scyther [Bug/Flying] {Level 33}

You can move to the left along the path that he's facing to reach this next Bird Keeper.

Bird Keeper
Lv41 Pidgeot [Flying]
Lv41 Fearow [Flying/Dark]
Lv41 Golbat [Poison/Flying]
Prize: P1025

Back to the Biker, move along the path behind him and make your way to the northwest corner.

Bird Keeper
Lv42 Charizard [Fire/Flying]
Lv42 Gyarados [Water/Flying]
Prize: P1050

Then you can go south out of the maze.

Bird Keeper
Lv41 Farfetch'd [Normal/Flying]
Lv41 Farfetch'd [Normal/Flying]
Lv41 Sirfetch'd [Fighting/Flying]
Prize: P1025

Bird Keeper
Lv43 Dodrio [Normal/Flying]
Prize: P1075

Biker
Lv39 Weezing [Poison/Fire]
Lv39 Muk [Poison/Dark]
Lv39 Umbreon [Dark]
Prize: P780

Bird Keeper
Lv42 Sirfetch'd [Fighting/Flying]
Prize: P1050

On the left side of the road is a short path leading to this route's grass area.

Biker
Lv42 Cloyster [Rock/Ice]
Lv42 Kabutops [Steel/Rock]
Prize: P840

Biker
Lv41 Electrode [Electric/Normal]
Lv41 Muk [Poison/Dark]
Lv41 Rapidash [Fire/Normal]
Prize: P820

Biker
Lv42 Golem [Rock]
Lv42 Omastar [Water/Rock]
Prize: P840

Bird Keeper
Lv40 Pidgeot [Flying]
Lv40 Aerodactyl [Rock/Flying]
Prize: P1000

Route 15

****HMs Needed: *Cut*.**

Pokémon Found
(Grass)
Gloom [Grass/Poison] {Levels 28-29}
Weepinbell [Grass/Poison] {Levels 28-29}
Venonat [Bug/Poison] {Level 30}
Venomoth [Bug/Poison] {Level 31}
Scyther [Bug/Flying] {Level 30}
Pinsir [Bug/Fighting] {Level 30}
Tauros [Normal] {Level 32}

On the north side of the route you'll find a Junior Trainer and **TM22 Solar Beam**.

Jr. Trainer [F]
Lv43 Clefable [Fairy/Normal]
Lv43 Blissey [Normal]
Lv43 Wigglytuff [Fairy/Psychic]
Prize: P860

Then along the south side there's a class fieldtrip going on...or there was one originally ☺

Jr. Trainer [F]
Lv41 Pikachu [Electric]
Lv41 Raichu [Electric]
Lv41 Exeggutor [Grass/Psychic]
Prize: P820

Beauty
Lv43 Wigglytuff [Fairy/Psychic]
Lv43 Sylveon [Fairy]
Prize: P3010

Biker
Lv43 Weezing [Poison/Fire]
Lv43 Crobat [Poison/Flying]
Prize: P860

Biker
Lv43 Muk [Poison/Dark]
Lv43 Tentacruel [Water/Poison]
Prize: P860

Jr. Trainer [F]
Lv43 Vileplume [Grass/Poison]
Lv43 Bellossom [Grass/Fairy]
Lv43 Leafeon [Grass]
Prize: P860

Beauty
Lv41 Golduck [Water/Ghost]
Lv41 Venusaur [Grass]
Lv41 Ninetales [Fire/Psychic]
Prize: P2870

Bird Keeper
Lv100 Caterpie [Bug] (*What the, Level 100?? *Scouter explodes**)
Lv100 Weedle [Bug/Poison] (**Repaired Scouter explodes**)
Prize: P2500

I don't know who that guy is but damn, talk about doing some serious training to get those little bugs to Level 100 haha ☺

Bird Keeper
Lv41 Dodrio [Normal/Flying]
Lv41 Doduo [Normal/Flying]
Prize: P1025

Jr. Trainer [F]
Lv43 Lickitung [Normal]
Lv43 Victreebel [Grass/Poison]
Lv43 Dodrio [Normal/Flying]
Lv43 Tangrowth [Grass/Water]
Lv43 Electivire [Electric/Fighting]
Prize: P860

On the next floor of the Gate you'll find one of Prof. Oak's Lab Aides. If you've caught 50 or more Pokémon he'll give you the **Exp. All**.

It's not a toggle on/off type, sadly, you have to stuff it in the Item PC to switch it off.

Fuchsia City

"***Behold! It's Passion Pink!***"

Places of Interest
Pokémon Center
Pokémon Mart
Fuchsia City Gym
Safari Zone
Safari Zone Warden's Home

Fuchsia City Mart
****
Common Candy P100
Ultra Ball P1200

Great Ball P600
Super Potion P700
Revive P1500
Full Heal P600
Super Repel P500
TM32 Double Team P1000

<u>Pokémon Found</u>
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Seaking [Water/Normal] {Level 45}
Kingler [Water/Bug] {Level 45}
Poliwhirl [Water] {Level 45}
Gyarados [Water/Flying] {Level 45}

Welcome to the real home of the ninja, not Mahogany Town. I haven't seen a single ninja there in all my 20+ years as a Pokémon fan haha ☺ Let's have a quick look around before we visit the one place in Fuchsia where we'll meet a real ninja.

You can read the signposts by the enclosures around the city to add some pages to the Pokédex. Chansey, Voltorb, Kangaskhan, Omanyte and Lapras are the Pokémon that are present.

The Safari Zone Warden is home but it's a wee bit difficult to get what the man is saying at first, until he mentions losing his teeth in the Safari Zone and asks for your help.

Good grief, how exactly did he lose them though? Among the shrubs on the right side of the room is a **Rare Candy**, reachable now because the boulder is out of the way. I wonder who moved it, the Warden maybe?

DO NOT GO INTO THE HOUSE NEXT DOOR TO THE WARDEN'S HOUSE...well, at least until you have Pokémon that are at Level 100. Yup, because at this current point in the game you would already be dead before you even set foot in that house and say hello to its occupant - Cynthia!

She'll rush to meet you as soon as you walk in and her dialogue goes straight into a battle, so you've been warned. We'll come back for Cynthia much, *MUCH LATER*. For now though if you want to do some last minute training you can head out west to Route 18.

Route 18

****HMs Needed: *Cut*.**

Pokémon Found

(Grass)

Eevee [Normal] {Levels 29-30}
Vaporeon [Water] {Level 40}
Flareon [Fire] {Level 40}

Jolteon [Electric] {Level 40}
Espeon [Psychic] {Level 40}
Umbreon [Dark] {Level 40}
Leafeon [Grass] {Level 40}
Glaceon [Ice] {Level 40}
Sylveon [Fairy] {Level 40}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Tentacruel [Water/Poison] {Level 45}
Kingler [Water/Bug] {Level 45}
Seaking [Water/Normal] {Level 45}
Gyarados [Water/Flying] {Level 45}

No reachable grass area on this side of the route but there is a trio of very special (*some might even call them very lucky*) Bird Keepers. Starting with the first one that you'll find then the south dude and the guy on the left...

Bird Keeper
Lv45 Articuno [Ice/Flying]
Prize: P1125

Bird Keeper
Lv45 Zapdos [Electric/Flying]
Prize: P1125

Bird Keeper
Lv45 Moltres [Fire/Flying]
Prize: P1125

Unbelievable, how and where did they get those particular birds? Anyway, hopefully you are ready now so let's head for the Gym. *_Runs off **Naruto** ninja style_*

[g5] Fuchsia City Gym

Leader: Koga - *The Poisonous Ninja Master*

The signature invisible wall puzzle isn't much of a challenge, but the Gym Trainers come with some variety for this Poison-type Gym, so don't take them too lightly.

Juggler
Lv42 Hypno [Psychic/Ghost]
Lv42 Mr. Mime [Psychic/Dark]
Prize: P1470

Juggler
Lv48 Exeggcute [Grass/Psychic]
Lv48 Voltorb [Electric/Normal]
Lv48 Magnemite [Electric/Steel]
Prize: P1680

Tamer
Lv41 Arbok [Poison]
Lv41 Sandslash [Ground]
Lv41 Bellossom [Grass/Fairy]
Lv41 Arcanine [Fire/Rock]
Prize: P1640

Over in the left corner is this guy and his self-destructive team, watch out.

Juggler
Lv40 Voltorb [Electric/Normal]
Lv40 Voltorb [Electric/Normal]
Lv40 Voltorb [Electric/Normal]
Lv40 Voltorb [Electric/Normal]

Lv40 Electrode [Electric/Normal]
Prize: P1400

Tamer
Lv43 Tauros [Normal]
Lv43 Parasect [Bug/Grass]
Lv43 Blissey [Normal]
Prize: P1720

Juggler
Lv50 Drowzee [Psychic/Ghost]
Lv50 Kadabra [Psychic]
Prize: P1750

Then we meet Koga, who was already showing players his Ninja Way a couple of years before a certain ramen-loving little rascal came along ☺

****Gym Battle****

Leader Koga
((*2 Hyper Potions*))
Lv43 Crobat [Poison/Flying]
Moves: *Lick, Sludge, Mega Drain, Submission*

Lv43 Tentacruel [Water/Poison]
Moves: *Mega Drain, Barrier, Bubble Beam, Sludge*

Lv43 Beedrill [Bug/Poison]
Moves: *Sludge, Double Team, Bug Buzz, Drill Run*

Lv43 Muk [Poison/Dark]
Moves: ***Screech, Acid Armor, Sludge, Dark Pulse***

Lv44 Venomoth [Bug/Poison]
Moves: ***Stun Spore, Bug Buzz, Sleep Powder, Sludge***

Lv44 Weezing [Poison/Fire]
Moves: ***Thunderbolt, Sludge, Haze, Flamethrower***

Prizes: P4356 + Soul Badge + TM47 Explosion

The Soul Badge raises the **Level Cap** to **49** and also lets you Surf, excellent. Maybe by now you've got at least one Pokémon which learned the move after leveling up. Exit the Gym and let's check out the Safari Zone, for the Pokémon and most importantly a set of false teeth.

Safari Zone

****HMs Needed:** ***Surf*.**

It's your standard Safari Zone: P500 to get in, you'll receive 30 Safari Balls and have 500 steps.

-Center Area-

Pokémon Found
(Grass)
Nidoran-M [Poison] {Level 30}
Rhyhorn [Rock/Ground] {Level 33}
Venonat [Bug/Poison] {Level 30}
Exeggcute [Grass/Psychic] {Levels 30-31}

Nidorino [Poison] {Level 31}
Nidorina [Normal] {Level 31}
Parasect [Bug/Grass] {Level 38}
Scyther [Bug/Flying] {Level 35}
Chansey [Normal] {Level 40}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Dragonair [Dragon] {Level 45}
Kingler [Water/Bug] {Level 45}
Golduck [Water/Ghost] {Level 45}
Slowbro [Psychic/Rock] {Level 45}

If you have a Surfing Pokemon already, you can reach the **Nugget** which is in the middle of Center Area's lake.

-East Area-

<u>Pokémon Found</u>
(Grass)
Nidoran-M [Poison] {Level 30}
Nidoran-F [Normal] {Level 30}
Doduo [Normal/Flying] {Level 30}
Paras [Bug/Grass] {Level 31}
Nidorina [Normal] {Level 36}
Exeggcute [Grass/Psychic] {Levels 30-31}
Parasect [Bug/Grass] {Level 38}
Kangaskhan [Normal] {Level 35}
Pinsir [Bug/Fighting] {Level 35}
(Old Rod)
Magikarp [Water] {Level 5}

(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Dragonair [Dragon] {Level 45}
Kingler [Water/Bug] {Level 45}
Golduck [Water/Ghost] {Level 45}
Slowbro [Psychic/Rock] {Level 45}

****Note:** ***Lickitung is found here too, Level 31*****.**

Go to the right until you reach a rocky hill, climb onto it to find a **Carbos**. Climb down from the hill via the steps on the left and go north until you see a stretch of grass extending to the pond on the right, there's **TM37 Dark Pulse** at the end of that stretch. On the upper left from there you'll find an **Iron** near some tree stumps. There's a second hill to be climbed on the right, on the other side of it is a **Protein**. Then circle round to the exit on the upper left.

-North Area-

<u>Pokémon Found</u>
(Grass)
Nidoran-M [Poison] {Level 30}
Rhyhorn [Rock/Ground] {Level 33}
Paras [Bug/Grass] {Level 31}
Exeggcute [Grass/Psychic] {Levels 31-32}
Nidorino [Poison] {Level 36}
Nidorina [Normal] {Level 36}
Venomoth [Bug/Poison] {Level 35}
Chansey [Normal] {Level 40}
Tauros [Normal] {Level 35}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}

Seadra [Water/Dragon] {Level 35}
(Super Rod)
Dragonair [Dragon] {Level 45}
Kingler [Water/Bug] {Level 45}
Golduck [Water/Ghost] {Level 45}
Slowbro [Psychic/Rock] {Level 45}

Go to the left, passing a rocky hill and then climb onto the second one. After that hill you'll reach the first south exit leading to the West Area.

-West Area-

<u>Pokémon Found</u>
(Grass)
Nidoran-M [Poison] {Level 31}
Nidoran-F [Normal] {Level 30}
Doduo [Normal/Flying] {Level 31}
Venonat [Bug/Poison] {Level 31}
Exeggcute [Grass/Psychic] {Level 31}
Nidorina [Normal] {Level 36}
Venomoth [Bug/Poison] {Level 35}
Tauros [Normal] {Level 35}
Kangaskhan [Normal] {Level 35}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Dragonair [Dragon] {Level 45}
Kingler [Water/Bug] {Level 45}
Golduck [Water/Ghost] {Level 45}
Slowbro [Psychic/Rock] {Level 45}

Go straight south then go left to a hill, there's an **HP Up** near steps on that hill. Make your way to the next steps off the hill, there's a **Nugget** on the ground near them. Return to the North Area, go straight north from the first south exit then go to the right, you'll find **TM40 Head Smash** before seeing the Rest House. Follow the path going west from the Rest House, you'll see a **Calcium** on the way. The path will turn south and lead to the West Area's northwest side where you'll find the Warden's **Gold Teeth**.

To the left from there is **TM32 Double Team** and a pair of statues next to the Safari Zone's Secret House.

Check the bottom statue for a hidden **Revive**.

Congratulations for reaching the Secret House, inside you'll find an attendant who will reward you with an **S.S. Ticket** for the S.S. Anne.

Originally the captain of this famous cruise ship was known for his Cut technique, but now he is known for his Surf technique. Makes sense ☺

After you're done with the Safari Zone go back to the Warden, give him back his teeth and as a reward for this he'll give you a **Bicycle**.

So ends our time in Fuchsia, next up we go back west to Route 18 and the Cycling Road.

Route 17

Pokémon Found

(Grass)
Raticate [Normal] {Levels 37-38}
Doduo [Normal/Flying] {Levels 35-36}
Ponyta [Fire] {Levels 25, 36-37}

Dodrio [Normal/Flying] {Level 40}
Rapidash [Fire/Normal] {Level 42}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Tentacruel [Water/Poison] {Level 45}
Kingler [Water/Bug] {Level 45}
Seaking [Water/Normal] {Level 45}
Gyarados [Water/Flying] {Level 45}

After getting through the Gate and reaching the top of the first slope you'll see 4 fence poles between the road lanes. There's a hidden **Max Elixer** 2 tiles above the left-most pair of fence poles.

Over on the right just off the road is a Biker.

Biker
Lv42 Voltorb [Electric/Normal]
Lv42 Magneton [Electric/Steel]
Lv42 Electabuzz [Electric/Fighting]
Lv42 Electrode [Electric/Normal]
Prize: P840

Straight south from him is a series of ledges leading back to Route 18, you can go that way to reach the route's grass area. We'll cover the ride side of Cycling Road first.

Cue Ball
Lv40 Primeape [Fighting]
Lv40 Machamp [Fighting]
Lv40 Hitmonchan [Fighting/Dark]
Prize: P1000

As you ride north you'll see an area of grass on the left across the road. There are signposts in that area, after passing the second signpost use the Itemfinder on the flowers on the right side of the road, you should be able to find a hidden **PP Up**.

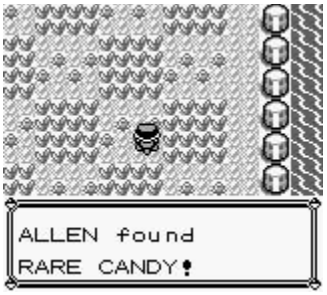
Cue Ball
Lv45 Hitmontop [Fighting/Ground]
Lv45 Poliwrath [Water/Fighting]
Prize: P1125

Biker
Lv48 Voltorb [Electric/Normal]
Lv48 Voltorb [Electric/Normal]
Lv48 Voltorb [Electric/Normal]
Prize: P960

Cue Ball
Lv44 Mankey [Fighting]
Lv44 Primeape [Fighting]

Lv44 Annihilape [Fighting/Ghost]
Prize: P1100

There are 5 squares of grass above him and a Biker on the left. Check the flowers above the middle square for a hidden **Rare Candy**.



Biker
Lv40 Weezing [Poison/Fire]
Lv40 Electrode [Electric/Normal]
Lv40 Muk [Poison/Dark]
Prize: P800

We're going down the middle section of Cycling Road next.

Biker
Lv45 Electrode [Electric/Normal]
Lv45 Electrode [Electric/Normal]
Prize: P900

Stay on the left side of the middle section road, you might find a hidden **Full Restore** along the way.

Back to the top of the middle section and head down the left side of Cycling Road.

Cue Ball
Lv40 Magmar [Fire/Fighting]
Lv40 Electabuzz [Electric/Fighting]
Prize: P1000

Continue down the road until you reach a turn going to the right, just below that turn are flowers off the road. There's a hidden **Max Revive** on those flowers.

Biker
Lv42 Weezing [Poison/Fire]
Lv42 Electrode [Electric/Normal]
Prize: P840

He's the last one along that section of the left side road, turn north and continue up to the final Cue Ball of this route.

Cue Ball
Lv44 Machop [Fighting]
Lv44 Machoke [Fighting]
Lv44 Machamp [Fighting]
Prize: P1100

Further up is the second half of Route 16 and the remaining wannabe Road Warriors are here too.

Cue Ball
Lv44 Dodrio [Normal/Flying]
Lv44 Fearow [Flying/Dark]

Lv44 Sirfetch'd [Fighting/Flying]
Prize: P1100

Cue Ball
Lv43 Primeape [Fighting]
Lv43 Primeape [Fighting]
Lv43 Primeape [Fighting]
Lv43 Primeape [Fighting]
Prize: P1075

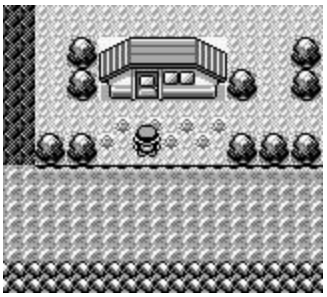
Cue Ball
Lv50 Machamp [Fighting]
Prize: P1250

Biker
Lv46 Muk [Poison/Dark]
Lv46 Victreebel [Grass/Poison]
Lv46 Weezing [Poison/Fire]
Prize: P920

Biker
Lv45 Nidoking [Poison/Ground]
Lv45 Nidoqueen [Normal/Ground]
Lv45 Kangaskhan [Normal]
Prize: P900

Biker
Lv46 Venomoth [Bug/Poison]
Lv46 Gengar [Ghost]
Lv46 Vileplume [Grass/Poison]
Lv46 Umbreon [Dark]
Lv46 Beedrill [Bug/Poison]
Prize: P920

He is standing by a short trail between mountains that leads to a secluded house.

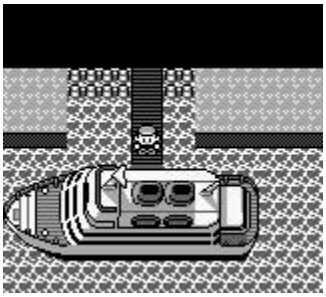


Just a secret hideaway for a celeb who asks you not to snitch about this place, and in exchange for your silence she gives you **HM02 Fly**.

How about a selfie or an autograph too? Maybe next time ☺ Now we can return to Vermilion and board the big boat so we can get the next major HM.

S.S. Anne

Get to the harbour, flash that ticket and hop on.



Getting onto a big boat like this sure brings back memories of boarding the Ruse Cruise in ***Pokémon Clover***, although lucky for us there won't be any of the buffoonery which was on that boat ☺

-1F-

We'll start off by going down the stairs at the right side end of the corridor and check out the cabins of B1F.

-B1F-

You'll find a **Protein** in cabin #1. Next door there's a pair of Sailors.

Sailor
Lv47 Dewgong [Water/Ice]
Prize: P1410

Sailor
Lv45 Seadra [Water/Dragon]
Lv45 Primeape [Fighting]
Lv45 Starmie [Water/Psychic]
Prize: P1350

In cabin #3 there's Sailor #3 and an **Iron**.

Sailor
Lv45 Kingler [Water/Bug]
Lv45 Machamp [Fighting]
Lv45 Seaking [Water/Normal]
Prize: P1350

Sailor #4 and **TM44 Rest** in cabin #4. Damn, the number of death!

Sailor
Lv47 Tentacruel [Water/Poison]
Prize: P1410

And then in cabin #5 we find these wise guys.

Fisherman
Lv46 Gyarados [Water/Flying]
Lv46 Magikarp [Water]
Lv46 Magikarp [Water]
Prize: P1610

Sailor
Lv47 Poliwrath [Water/Fighting]
Prize: P1410

Back to 1F and we'll start from the cabin on the right.

Gentleman
Lv44 Arcanine [Fire/Rock]
Lv44 Sirfetch'd [Fighting/Flying]

Lv44 Electrode [Electric/Normal]
Prize: P3080

Gentleman
Lv43 Nidoking [Poison/Ground]
Lv43 Venusaur [Grass]
Lv43 Aerodactyl [Rock/Flying]
Lv43 Snorlax [Normal]
Prize: P3010

In cabin #5 you'll find this kid and **TM08 Body Slam**.

Youngster
Lv48 Dodrio [Normal/Flying]
Prize: P720

Lass
Lv44 Marowak [Ground/Ghost]
Lv44 Ninetales [Fire/Psychic]
Lv44 Victreebel [Grass/Poison]
Lv44 Golem [Rock]
Prize: P660

Lass
Lv45 Vaporeon [Water]
Lv45 Flareon [Fire]
Lv45 Jolteon [Electric]
Prize: P675

Gentleman
Lv45 Kangaskhan [Normal]
Lv45 Hypno [Psychic/Ghost]
Lv45 Rapidash [Fire/Normal]
Lv45 Dragonite [Dragon/Flying]
Prize: P3150

Before heading up the stairs you can check out the kitchen and pick up a **Great Ball** from the bottom bin.

-2F-

Down the first corridor is a flight of stairs that leads to the deck, where you'll find these Sailors:

Sailor
Lv45 Hitmonlee [Fighting/Normal]
Lv45 Tentacruel [Water/Poison]
Prize: P1350

Sailor
Lv45 Hitmonchan [Fighting/Dark]
Lv45 Cloyster [Rock/Ice]
Prize: P1350

Back to 2F. Cabin #1 is occupied by the Gentleman who would've added the Snorlax page to your Pokédex originally. Next door is a Fisherman and a **Nugget**.

Fisherman
Lv47 Slowbro [Psychic/Rock]
Prize: P1645

Is there a ROM hack or fangame out there which has an S.S. Anne where players get on board in time to catch the party? Because I haven't played such a game yet, it would be nice to see what this party could have been like. In cabin #4 there's a Gentleman and a **Rare Candy**.

Gentleman
Lv45 Primeape [Fighting]
Lv45 Gengar [Ghost]
Lv45 Dugtrio [Ground]
Prize: P3150

At the end of the corridor is the captain's cabin and who comes walking out of there but your friendly neighbourhood Rival Blue.

Bonjour? Where did he learn that word, did he make a quick trip to Kalos then come back to Kanto in record time?

****Rival Battle****

Rival Blue
((*1 Hyper Potion*))

Lv45 Pidgeot [Flying]
Moves: *Air Slash, Fly, Hurricane, Metal Claw*

Lv45 Arcanine [Fire/Rock]
Moves: *Take Down, Flamethrower, Rock Slide, Focus Energy*

Lv46 Sylveon [Fairy]
Moves: *Body Slam, Psybeam, Disarm Voice, Moonblast*

Lv45 Alakazam [Psychic]
Moves: *Recover, Psychic, Double Team, Fire Punch*

Lv46 Blastoise [Water/Steel]
Moves: ***Iron Head, Bubble Beam, Body Slam, Flash Cannon***

or

Lv45 Pidgeot [Flying]
Moves: ***Air Slash, Fly, Hurricane, Metal Claw***

Lv45 Gyarados [Water/Flying]
Moves: ***Dragon Rage, Bubble Beam, Air Slash, Hydro Pump***

Lv46 Sylveon [Fairy]
Moves: ***Body Slam, Psybeam, Disarm Voice, Moonblast***

Lv45 Alakazam [Psychic]
Moves: ***Recover, Psychic, Double Team, Fire Punch***

Lv46 Venusaur [Grass]
Moves: ***Mega Drain, Razor Leaf, Double-Edge, Solar Beam***

or

Lv45 Pidgeot [Flying]
Moves: ***Air Slash, Fly, Hurricane, Metal Claw***

Lv45 Exeggutor [Grass/Psychic]
Moves: ***Self-Destruct, Stun Spore, Mega Drain, Solar Beam***

Lv46 Sylveon [Fairy]
Moves: ***Body Slam, Psybeam, Disarm Voice, Moonblast***

Lv45 Alakazam [Psychic]
Moves: ***Recover, Psychic, Double Team, Fire Punch***

Lv46 Charizard [Fire/Flying]
Moves: ***Rage, Roar, Wing Attack, Flamethrower***

Prize: P2990

Continue into the cabin and help the poor captain out.

Seasickness is serious business, yo. He'll reward you with **HM03 Surf** afterwards and now both of the travel HMs have been obtained.

Then it's time for the ship to set sail, make your way back to the harbour and wave goodbye as the S.S. Anne leaves. To the Grand Line and beyond!

Fasten your seatbelts because we've got a big backtrack run coming up before we head for Saffron City.

++++++++++++++++++++++++++
+Great Backtrack: Surf Edition+
++++++++++++++++++++++++++

-Route 21-

Surf down along the eastern side of the route to reach this swimming Cue Ball.

Cue Ball
Lv50 Hitmonchan [Fighting/Dark]
Lv50 Primeape [Fighting]
Lv50 Hitmonlee [Fighting/Normal]

Lv50 Poliwrath [Water/Fighting]
Prize: P1250

-Celadon City-

An old man is standing across the river next to the Game Corner, he hasn't had the chance to talk to you until now and gives you **TM41 Soft-Boiled** as thanks for visiting him.

If you stand outside the hotel you can see that the building has a second entrance which looks to lead to a small pier and pool of water. But the door for that entrance won't open, maybe this is for a future update?

-Route 12-

Surf south from the Gate, sticking to the eastern side to reach the platform that has **TM16 Pay Day** on it. Continue going south until just past the Snorlax spot, you'll see a landing spot along the western side. There's a Fisherman and an **Iron** on it.

Fisherman
Lv36 Magikarp [Water]
Lv36 Gyarados [Water/Flying]
Lv36 Cloyster [Rock/Ice]
Prize: P1260

-Route 10-

Head north from Lavender and you can Surf into the portion of the river just outside the Power Plant. A lone PokéManiac with a full team is waiting near the entrance.

PokéManiac
Lv50 Rhydon [Rock/Ground]
Lv50 Slowbro [Psychic/Rock]
Lv50 Raichu [Electric]
Lv50 Lickitung [Normal]
Lv50 Lapras [Ice/Dragon]
Lv50 Charizard [Fire/Flying]
Prize: P2500

Power Plant

Pokémon Found
Pikachu [Electric] {Levels 35, 40}
Magnemite [Electric/Steel] {Levels 35, 40}
Magneton [Electric/Steel] {Level 45}
Raichu [Electric] {Level 45}
Voltorb [Electric/Normal] {Levels 35, 40}
Electabuzz [Electric/Fighting] {Levels 45, 50}

Right after the entrance room you'll find a **Carbos** on the right. Continue until you are outside the middle room, there's an item ball by the rubble on the left. That's a **Level 40 Voltorb**.

Enter the middle room and make your way to the upper left side to pick up a hidden **Max Elixer** from the rubble piece.

The item balls on the right side and upper side are a Lv40 Voltorb and a Level 43 Electrode respectively.

Exit the middle room and if you go into the south room, you'll find **TM33 Reflect** and Voltorb #3.

In the corridor between the middle and south rooms there's Voltorb #4 and #5.

Continue into the southeast room to pick up **TM25 Thunder** and find Voltorb #6.

In the northeast room there's an **HP Up** and a **Rare Candy**. There's a small room below the north room, Electrode #2 is here.

Just outside the northwest room are piles of rubble, there's a hidden **PP Up** among the rubble on the right.

Then proceed into the room and find the final prize here - **Zapdos!**

Zapdos - The Electric Pokémon
Level: 50
Type: Electric/Flying
Moves: *Thunderbolt, Drill Peck, Screech, ---*

-Rock Tunnel B1F-

We can now cross the body of water that's in the southwest area of the room. Beyond it is a ladder which leads to 1F's southwest area, this is where Moltres awaits now.

Moltres - *The Flame Pokémon*
Level: 50
Type: Fire/Flying
Moves: *Drill Peck, Flamethrower, ---, ---*

Nice and so ends the backtrack. You can reach the Saffron Gates either from Route 6 via Vermilion, Route 5 via Cerulean, Route 8 via Lavender or Route 7 via Celadon. Don't forget to bring the drink which you bought at the Department Store, so you can give it to the thirsty guard and he'll share it with the others.

Saffron City

"***Shining, Golden Land of Commerce***"

Places of Interest
Pokémon Center
Pokémon Mart
Silph Co.
Saffron City Gym
Fighting Dojo
Copycat's House
Mr. Psychic's House

Saffron City Mart
****
Common Candy P100
Ultra Ball P1200
Hyper Potion P1500
Max Repel P700
Escape Rope P550
Full Heal P600
Revive P1500
TM50 Substitute P2000

Big city life part 2, welcome to Saffron. Team Rocket is here and have already taken over so prepare yourselves before we head over to deal with them at Silph Co.

Mr. Psychic lives in the southeast district; you can drop by and pick up his signature TM anytime.

Fighting Dojo

No gimmicks, no puzzles, you just have to fight your way to the other end of the room. 4 regular Blackbelts then the legendary Karate Master coming up.

Blackbelt
Lv48 Machamp [Fighting]
Lv48 Machamp [Fighting]
Lv48 Machamp [Fighting]
Prize: P1200

Blackbelt
Lv49 Sirfetch'd [Fighting/Flying]
Lv49 Dodrio [Normal/Flying]
Prize: P1225

Blackbelt
Lv49 Primeape [Fighting]
Lv49 Magmar [Fire/Fighting]
Lv49 Electivire [Electric/Fighting]
Prize: P1225

Blackbelt
Lv49 Poliwrath [Water/Fighting]
Lv49 Electabuzz [Electric/Fighting]
Lv49 Magmortar [Fire/Fighting]
Prize: P1225

Blackbelt
Lv49 Hitmonlee [Fighting/Normal]
Moves: ***Rolling Kick, Jump Kick, Focus Energy, Mega Kick***

Lv49 Annihilape [Fighting/Ghost]
Moves: ***Focus Energy, Seismic Toss, Night Shade, Drain Punch***

Lv49 Hitmonchan [Fighting/Dark]
Moves: ***Ice Punch, Thunder Punch, Dark Pulse, Drain Punch***

Lv49 Poliwrath [Water/Fighting]
Moves: ***Karate Chop, Body Slam, Amnesia, Drain Punch***

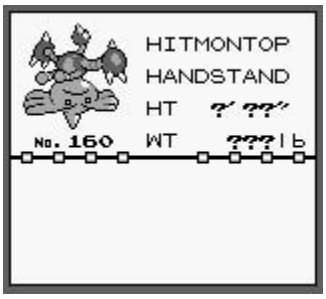
Lv49 Hitmontop [Fighting/Ground]
Moves: ***Rolling Kick, Jump Kick, Focus Energy, Mega Kick***

Lv49 Machamp [Fighting]
Moves: ***Focus Energy, Seismic Toss, Drain Punch, Submission***

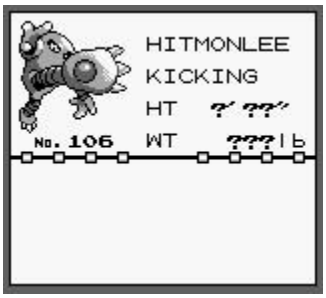
Prize: P1225

If this was happening in the universe of a typical battle manga or anime you would be leaving with the dojo's emblem, but shounen battle story this is not.

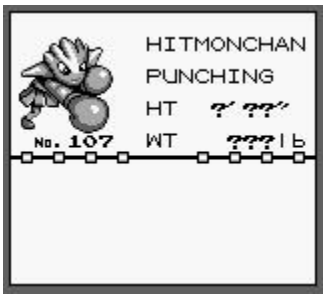
Karate Master offers 3 Fighting-type Pokémon that you can choose from for a prize:



Hitmontop - ***The Handstand Pokémon***
Level: 48
Type: Fighting/Ground
Moves: ***Rolling Kick, Jump Kick, Focus Energy, Mega Kick***



Hitmonlee - ***The Kicking Pokémon***
Level: 48
Type: Fighting/Normal
Moves: ***Rolling Kick, Jump Kick, Focus Energy, Mega Kick***



Hitmonchan - ***The Punching Pokémon***
Level: 48

Type: Fighting/Dark
Moves: ***Ice Punch, Thunder Punch, Dark Pulse, Drain Punch***

Silph Co.

-1F-

Given all the map changes that have been done for Kanto in this game I've been curious to find out if any changes have been done for Silph Co., hoping that it's not as much of a drag to navigate through in this game as the original place. Fingers crossed...

-2F-

...until we get to this floor and sadly it looks like we've got same old Silph Co. to deal with lol, damn. Roll up them sleeves and brace yourselves. From the stairs go south to find the first Grunt.

Rocket
Lv48 Slowpoke [Psychic]
Lv48 Slowbro [Psychic/Rock]
Lv48 Slowking [Psychic/Water]
Prize: P1440

There's a Scientist in the room behind him and Grunt #2 is between some desks on the left.

Scientist
Lv47 Magneton [Electric/Steel]
Lv47 Electrode [Electric/Normal]
Lv47 Magnezone [Electric/Steel]
Prize: P2350

Rocket
Lv48 Marowak [Ground/Ghost]
Lv48 Crobat [Poison/Flying]
Prize: P1440

-3F-

Near the stairs is a warp tile, it leads to the closed northwest room on 2F. A female employee is there, hiding from Team Rocket, and after realising that you are not a Grunt she gives you **TM36 Self-Destruct**.

Rocket
Lv48 Raticate [Normal]
Lv48 Hypno [Psychic/Ghost]
Lv48 Butterfree [Bug/Psychic]
Prize: P1440

Scientist
Lv47 Weezing [Poison/Fire]
Lv47 Electrode [Electric/Normal]
Lv47 Porygon2 [Psychic/Electric]
Prize: P2350

-4F-

Straight down from the stairs is an open room, Grunt #4 is in there.

Rocket
Lv48 Arbok [Poison]
Lv48 Crobat [Poison/Flying]
Lv48 Slowbro [Psychic/Rock]
Prize: P1440

Grunt #5 is at the southwest end of this floor.

Rocket
Lv49 Machamp [Fighting]
Lv49 Kangaskhan [Normal]
Prize: P1470

-5F-

Grunt #6 spotted as soon as you get here and there's a Juggler in the room below.

Rocket
Lv49 Weezing [Poison/Fire]
Lv49 Weezing [Poison/Fire]
Prize: P1470

Juggler
Lv45 Alakazam [Psychic]
Lv45 Mr. Mime [Psychic/Dark]
Lv45 Hypno [Psychic/Ghost]
Prize: P1575

On the left are 2 potted plants, check the one on the right for a hidden **Elixer** then you can continue down the corridor to find Scientist #3 and Grunt #7.

Scientist
Lv48 Magneton [Electric/Steel]
Lv48 Dodrio [Normal/Flying]
Lv48 Weezing [Poison/Fire]
Prize: P2400

Rocket
Lv47 Arbok [Poison]
Lv47 Electrode [Electric/Normal]
Lv47 Muk [Poison/Dark]
Prize: P1410

On the right from him is the **Card Key**.

You can try it out on the door of the southwest room, where you'll find **TM09 Take Down**, and unlock the northwest room to get a **Protein**.

-6F-

Grunt #8 who you see first is one of the 4 (*Super*) Rocket Brothers.

Rocket
Lv47 Magnezone [Electric/Steel]
Lv47 Machamp [Fighting]
Prize: P1410

Follow the corridor down to the south side, along the way you'll find Scientist #4, a locked southwest room and Grunt #9.

Scientist
Lv47 Electrode [Electric/Normal]
Lv47 Tangrowth [Grass/Water]
Lv47 Magneton [Electric/Steel]
Lv47 Porygon2 [Psychic/Electric]
Prize: P2350

Rocket
Lv48 Golbat [Poison/Flying]
Lv48 Magneton [Electric/Steel]
Lv48 Crobat [Poison/Flying]
Prize: P1440

Unlock the southwest room to get an **HP Up** and a **Dubious Disc**, which you can use to evolve Porygon2 into Porygon-Z and in this version Raichu into Gorochu.

-7F-

Grunt #10 a.k.a Rocket Brother B, coming up.

Rocket
Lv49 Marowak [Ground/Ghost]
Lv49 Rhydon [Rock/Ground]
Prize: P1470

TM03 Swords Dance is in the room below him and Grunt #11 is in the room below that.

Rocket

Lv48 Golduck [Water/Ghost]

Lv48 Magneton [Electric/Steel]

Lv48 Sandslash [Ground]

Prize: P1440

Grunt #12 is in the north room and over in the southwest corner there's Scientist #5 and a **Calcium**.

Rocket
Lv48 Raticate [Normal]
Lv48 Rapidash [Fire/Normal]
Lv48 Crobat [Poison/Flying]
Prize: P1440

Scientist
Lv47 Electrode [Electric/Normal]
Lv47 Muk [Poison/Dark]
Lv47 Alakazam [Psychic]
Prize: P2350

-8F-

Grunt #13 spotted.

Rocket
Lv48 Sandslash [Ground]
Lv48 Porygon2 [Psychic/Electric]
Lv48 Raticate [Normal]
Prize: P1440

Grunt #14 a.k.a Rocket Brother C is in the south corridor and Scientist #6 is in the north room.

Rocket
Lv50 Slowbro [Psychic/Rock]
Lv50 Fearow [Flying/Dark]
Prize: P1500

Scientist
Lv48 Muk [Poison/Dark]
Lv48 Electrode [Electric/Normal]
Lv48 Porygon-Z [Bird]
Prize: P2400

-9F-

Scientist #7 is in the southeast room and the final Rocket Brother/Grunt #15 is at the end of the central corridor.

Scientist
Lv48 Electrode [Electric/Normal]
Lv48 Weezing [Poison/Fire]
Lv48 Ditto [Normal/Ghost]
Lv48 Venomoth [Bug/Poison]
Prize: P2400

Rocket
Lv48 Crobat [Poison/Flying]

Lv48 Muk [Poison/Dark]
Prize: P1440

Defeating him allows you to unlock the southwest area and reach a Nurse who will heal your team.

Grunt #16 is in the northwest room.

Rocket
Lv47 Hypno [Psychic/Ghost]
Lv47 Muk [Poison/Dark]
Lv47 Magneton [Electric/Steel]
Prize: P1410

-10F-

Scientist
Lv48 Magnezone [Electric/Steel]
Lv48 Alakazam [Psychic]
Lv48 Sirfetch'd [Fighting/Flying]
Prize: P2400

That was Scientist #8. In the southwest room there's Grunt #17 and a few items that you can pick up: a **Carbos**, a **Rare Candy** and **TM26 Earthquake**.

Rocket
Lv50 Magneton [Electric/Steel]
Lv50 Magnezone [Electric/Steel]
Prize: P1500

Before making our way to the top floor let's clear out some of the other floors now that we've got the Card Key:

-2F-

Scientist #9 is in the southwest room.

Scientist
Lv50 Ditto [Normal/Ghost]
Lv50 Ditto [Normal/Ghost]
Lv50 Ditto [Normal/Ghost]
Prize: P2500

-3F-

Unlock the middle and western rooms. Make a note of the warp tile in the middle room, we'll be back for it soon. There's an **HP Up** in the western room.

-4F-

Scientist #10 is in the north room and in the western room you can get an **Escape Rope**, a **Calcium** and a **Nugget**.

Scientist
Lv50 Electrode [Electric/Normal]
Lv50 Electrode [Electric/Normal]
Prize: P2500

Done and now we go back to 3F to use the middle room warp tile. It'll take you to 7F's northwest room where you'll meet up with Blue of all people. This freaking guy, eh?

Is he here fighting Team Rocket to save Silph Co.? Nah, he saw you in the city and figured the best place to wait for you was here. Not really concerned about the hostile takeover of a major company by a criminal organisation, nope, that's Blue for ya ☺

****Rival Battle****

Rival Blue
((*1 Hyper Potion*))

Lv47 Pidgeot [Flying/Bird]
Moves: *Air Slash, Fly, Hurricane, Metal Claw*

Lv47 Arcanine [Fire/Rock]
Moves: *Take Down, Flamethrower, Rock Slide, Focus Energy*

Lv45 Exeggutor [Grass/Psychic]
Moves: Self-Destruct, Stun Spore, Mega Drain, Solar Beam

Lv48 Sylveon [Fairy]
Moves: *Body Slam, Psybeam, Disarm Voice, Moonblast*

Lv47 Alakazam [Psychic]
Moves: *Recover, Psychic, Double Team, Fire Punch*

Lv48 Blastoise [Water/Steel]
Moves: *Bubble Beam, Body Slam, Flash Cannon, Head Smash*

or

Lv47 Pidgeot [Flying/Bird]
Moves: ***Air Slash, Fly, Hurricane, Metal Claw***

Lv47 Rhydon [Rock/Ground]
Moves: ***Fury Attack, Stomp, Drill Run, Rock Slide***

Lv47 Gyarados [Water/Flying]
Moves: ***Dragon Rage, Bubble Beam, Air Slash, Hydro Pump***

Lv48 Sylveon [Fairy]
Moves: ***Body Slam, Psybeam, Disarm Voice, Moonblast***

Lv47 Alakazam [Psychic]
Moves: ***Recover, Psychic, Double Team, Fire Punch***

Lv48 Venusaur [Grass]
Moves: ***Razor Leaf, Double-Edge, Solar Beam, Growth***

or

Lv47 Pidgeot [Flying/Bird]
Moves: ***Air Slash, Fly, Hurricane, Metal Claw***

Lv45 Exeggutor [Grass/Psychic]
Moves: Self-Destruct, Stun Spore, Mega Drain, Solar Beam

Lv47 Rhydon [Rock/Ground]
Moves: ***Fury Attack, Stomp, Drill Run, Rock Slide***

Lv48 Sylveon [Fairy]
Moves: ***Body Slam, Psybeam, Disarm Voice, Moonblast***

Lv47 Alakazam [Psychic]
Moves: ***Recover, Psychic, Double Team, Fire Punch***

Lv46 Charizard [Fire/Flying]
Moves: ***Wing Attack, Flamethrower, Dragon Rage, Hurricane***

Prize: P3120

It could've been cool to team up with him at least for the final stretch of the Silph Co. arc, Blue goes off to deal with the remaining Grunts while you move on to find Giovanni. But Blue has his sights set on the League so no team up. There's a Silph Co. employee who is present and after learning that you are here to save the company he gives you a Level 40 **Lapras**.

It knows Icy Wind, Body Slam, Confuse Ray and Ice Beam. Use the next warp tile to reach the final floor.

-11F-

You'll appear in the western corridor, carry on down to find the final Grunts.

Rocket
Lv47 Raticate [Normal]
Lv47 Magnezone [Electric/Steel]
Lv47 Muk [Poison/Dark]
Lv47 Arbok [Poison]
Lv47 Sandslash [Ground]
Prize: P1410

Rocket
Lv48 Electivire [Electric/Fighting]

Lv48 Marowak [Ground/Ghost]
Lv48 Porygon2 [Psychic/Electric]
Lv48 Crobat [Poison/Flying]
Lv48 Porygon-Z [Bird]
Prize: P1440

Unlock the door to the boardroom and gatecrash the big meeting that's going on between the two bosses.

****Boss Battle****

Giovanni
((*2 Hyper Potions*))

Lv49 Persian [Normal/Dark]
Moves: *Night Shade, Dark Pulse, Tail Slap, Slash*

Lv47 Rhydon [Rock/Ground]
Moves: *Fury Attack, Stomp, Drill Run, Rock Slide*

Lv47 Kangaskhan [Normal]
Moves: *Drain Punch, Bulldoze, Dizzy Punch, Jump Kick*

Lv48 Dugtrio [Ground]
Moves: ***Minimize, Bulldoze, Slash, Earthquake***

Lv49 Nidoqueen [Normal/Ground]
Moves: ***Stomp, Bite, Dig, Double-Edge***

Lv49 Nidoking [Poison/Ground]
Moves: ***Outrage, Bulldoze, Sludge, Earthquake***

Prize: P4851

So ends Team Rocket's operations, but as far as Giovanni is concerned this isn't over for them. Hmm, he could be right ☺ After he leaves, you can make use of the PC on the right before speaking to the Silph Co. President.

You've saved the company and he has to thank you somehow, so he gives you a Master Ball.

He says you can't buy it anywhere...but in this game you can. Clearly the President hasn't been to the Game Corner yet haha ☺ With Team Rocket gone now you can exit the building (*or check back with the employees for updated dialogue*).

Copycat's house was one of the places which was blocked off by a Grunt, but now you can enter and see her.

Give her the Poké Doll and she'll give you **TM31 Mimic**.

<u>[g6] Saffron City Gym</u>

Leader: Sabrina - *The Master of Psychic Pokémon!*

It's time for some more warp tile action, in case you didn't get your fill at Silph Co. ☺ Nothing new in this game as far as the gym puzzle goes so brace yourselves.
The entrance room warp tile leads to the bottom right tile in the southeast room.

Psychic
Lv49 Slowbro [Psychic/Rock]
Lv49 Slowking [Psychic/Water]
Prize: P490

The direct path to Sabrina's room is this: **top left tile [*southeast room*] -> top right tile [*northeast room*], bottom left tile [*northeast room*] -> top left tile**

[*northwest room*], bottom left tile [*northwest room*] -> Sabrina's room. But since we're taking the scenic route, going from the southeast room to the southwest room, here we go:

The top right tile leads to the eastern room.

Psychic
Lv48 Mr. Mime [Psychic/Dark]
Lv48 Jynx [Ice/Ghost]
Lv48 Mr. Rime [Psychic/Ice]
Prize: P480

The top left tile leads to the northeast room.

Psychic
Lv48 Kadabra [Psychic]
Lv48 Kadabra [Psychic]
Lv48 Alakazam [Psychic]
Prize: P480

Go back to the eastern room and use the bottom left tile to reach the north room.

Channeler
Lv49 Gengar [Ghost]
Lv49 Jynx [Ice/Ghost]
Prize: P1470

Use the top right tile to reach the northwest room.

Psychic
Lv49 Exeggutor [Grass/Psychic]
Lv49 Ninetales [Fire/Psychic]
Lv49 Espeon [Psychic]
Prize: P490

Use the bottom right tile to reach the western room.

Channeler
Lv49 Ninetales [Fire/Psychic]
Lv49 Golduck [Water/Ghost]
Prize: P1470

Use the bottom right tile to reach the southwestern room.

Channeler
Lv50 Haunter [Ghost]
Lv50 Haunter [Ghost]
Lv50 Haunter [Ghost]
Prize: P1500

Use the bottom left tile to return to the north room then back to the northwest room and use the bottom left tile to enter Sabrina's room.

****Gym Battle****

Leader Sabrina
((*4 Hyper Potions*))

Lv48 Wigglytuff [Fairy/Psychic]
Moves: *Growth, Double-Edge, Psychic, Moonblast*

Lv48 Mr. Mime [Psychic/Dark]
Moves: *Dark Pulse, Psychic, Ice Punch, Recover*

Lv48 Hypno [Psychic/Ghost]
Moves: *Psychic, Dream Eater, Hypnosis, Thunder Punch*

Lv48 Slowbro [Psychic/Rock]
Moves: *Rock Blast, Withdraw, Hydro Pump, Psychic*

Lv49 Alakazam [Psychic]
Moves: *Recover, Psychic, Double Team, Fire Punch*

Lv49 Espeon [Psychic]
Moves: *Growth, Psychic, Shadow Ball, Moonblast*

Prizes: P4851 + Marsh Badge + TM29 Psychic

Despite the text saying TM46, you'll receive TM29 so don't mind the minor typo. The **Level Cap** has gone up to **52**, which isn't much of an increase but the road to Pewter isn't as long as the one we took to Fuchsia so hopefully you'll be just fine until the next rise. Also there isn't another warp tile which pops up in Sabrina's room and leads back to the entrance so you'll have to retrace your warp steps back there.

...several warps later...

And we are done with Saffron. We could travel to the Seafoam Islands now but in order to fully explore them we'll need the final HM Strength and in this game we get it from Brock. So return to Cerulean, get ready and let's continue our journey through Mt. Moon.

Back in B2F Surf south and make your way around to the eastern side to find a Grunt before reaching a ladder on the left. I'd forgotten about the remaining Grunts who are here searching for fossils. Remember that these guys won't battle you unless you talk to them first.

Rocket
Lv50 Raticate [Normal]
Lv50 Fearow [Flying/Dark]
Lv50 Muk [Poison/Dark]
Lv50 Golduck [Water/Ghost]
Prize: P1500

The ladder leads to a B1F corridor which ends with a ladder going up to 1F.

-1F-

<u>Pokémon Found</u>
Golbat [Poison/Flying] {Levels 38-40}
Graveler [Rock] {Levels 40-41}
Parasect [Bug/Grass] {Level 42}
Sandslash [Ground] {Level 42}
Onix [Rock/Dragon] {Level 43}
Golem [Rock] {Level 45}
Clefable [Fairy/Normal] {Level 45}

You'll appear on top of a rocky hill and there's an item ball below to the right of it, that's a **Moon Stone**. Go east from the hill, you'll meet a Bug Catcher and a Youngster on the way.

Bug Catcher
Lv49 Parasect [Bug/Grass]
Lv49 Venomoth [Bug/Poison]
Lv49 Beedrill [Bug/Poison]
Prize: P490

Youngster
Lv53 Raticate [Normal]
Lv53 Raticate [Normal]
Lv53 Raticate [Normal]
Prize: P795

Climb down the ladder near the Youngster and return to B2F. Surf to the higher ground on the right to find another Grunt and **TM01 Drain Punch**.

Rocket
Lv50 Crobat [Poison/Flying]
Lv50 Umbreon [Dark]
Lv50 Arbok [Poison]

Lv50 Mr. Rime [Psychic/Ice]
Prize: P1500

There is a hidden **Ether** in the water on the right from the higher ground.

Back to 1F, continue past the Youngster until you get to another ladder. Use it and return to B2F for one more Grunt and an **HP Up**.

Rocket
Lv49 Sandslash [Ground]
Lv49 Raticate [Normal]
Lv49 Crobat [Poison/Flying]
Lv49 Rhydon [Rock/Ground]
Prize: P1470

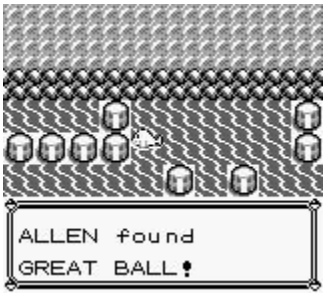
Back to 1F then go south from the ladder to find a Super Nerd and a **Protein**.

Super Nerd
Lv49 Magneton [Electric/Steel]
Lv49 Magneton [Electric/Steel]
Lv49 Magnezone [Electric/Steel]
Prize: P1225

Southeast from the ladder is Bug Catcher #2 and a **Rare Candy**.

Bug Catcher
Lv49 Scyther [Bug/Flying]
Lv49 Pinsir [Bug/Fighting]
Lv49 Butterfree [Bug/Psychic]
Prize: P490

In the northeast corner is a ladder that leads outside to a water maze. There will be a video clip included with this walkthrough showing how to reach the end of the maze, where you'll find **Articuno**. Also there's a hidden **Great Ball** on one of the north barriers.



Articuno - *The Freeze Pokémon*
Level: 50
Type: Ice/Flying
Moves: *Drill Peck, Ice Beam, Hypnosis, ---*

Back to 1F and head up onto the north side hill, there's a Lass, an **Iron** and a **Calcium** on it.

Lass
Lv49 Vileplume [Grass/Poison]
Lv49 Victreebel [Grass/Poison]
Lv49 Bellossom [Grass/Fairy]
Lv49 Tangrowth [Grass/Water]
Prize: P735

Make your way back to the ladder which is after the Youngster and go south along the path on the left of it, this is how you reach the entrance area where you'll find one more Lass and a Hiker on the left of her.

Lass
Lv50 Clefairy [Fairy/Normal]
Lv50 Clefairy [Fairy/Normal]
Lv50 Clefable [Fairy/Normal]
Lv50 Blissey [Normal]
Prize: P750

Hiker
Lv49 Golem [Rock]
Lv49 Kabutops [Steel/Rock]
Lv49 Onix [Rock/Dragon]
Prize: P1715

Southwest from the Lass is **TM12 Hydro Pump** and then there's the exit south from her.

Route 3

Pokémon Found
(Grass)
Fearow [Flying/Dark] {Levels 38, 40}
Primeape [Fighting] {Levels 39-40}
Jigglypuff [Fairy/Psychic] {Levels 38-39}
Arbok [Poison] {Levels 38-39}
Wigglytuff [Fairy/Psychic] {Level 41}
Magmar [Fire/Fighting] {Level 45}

You can stop by the Pokémon Center and meet the man who has a Magikarp to sell you for P500.

As you might expect it's still a Level 5 Magikarp that only knows Splash so unless you really need an extra one in your collection you can skip this. Continue down the mountain and head west.

Lass
Lv49 Wigglytuff [Fairy/Psychic]
Lv49 Vaporeon [Water]
Lv49 Jolteon [Electric]
Lv49 Flareon [Fire]
Lv49 Tauros [Normal]
Prize: P735

Lass
Lv49 Nidoqueen [Normal/Ground]
Lv49 Nidoking [Poison/Ground]
Lv49 Rapidash [Fire/Normal]
Lv49 Dodrio [Normal/Flying]
Lv49 Raichu [Electric]
Prize: P735

Bug Catcher
Lv49 Butterfree [Bug/Psychic]
Lv49 Butterfree [Bug/Psychic]
Lv49 Butterfree [Bug/Psychic]
Prize: P490

Bug Catcher
Lv49 Beedrill [Bug/Poison]

Lv49 Beedrill [Bug/Poison]
Lv49 Beedrill [Bug/Poison]
Prize: P490

Youngster
Lv49 Fearow [Flying/Dark]
Lv49 Seadra [Water/Dragon]
Lv49 Dragonair [Dragon]
Lv49 Electabuzz [Electric/Fighting]
Lv49 Charizard [Fire/Flying]
Prize: P735

Youngster
Lv49 Raticate [Normal]
Lv49 Arbok [Poison]
Lv49 Sandslash [Ground]
Lv49 Magmar [Fire/Fighting]
Lv49 Venusaur [Grass]
Prize: P735

Bug Catcher
Lv48 Scyther [Bug/Flying]
Lv48 Pinsir [Bug/Fighting]
Lv48 Kingler [Water/Bug]
Lv48 Venomoth [Bug/Poison]
Lv48 Parasect [Bug/Grass]
Prize: P480

Lass
Lv51 Dodrio [Normal/Flying]
Lv51 Clefable [Fairy/Normal]
Lv51 Gengar [Ghost]
Lv51 Espeon [Psychic]
Lv51 Machamp [Fighting]

Lv51 Blastoise [Water/Steel]
Prize: P765

Just outside Pewter is the NPC who would keep you from exiting the city if you haven't defeated Brock yet originally, but since you've come from the other way this time he has different dialogue - behold the Brock through walls trick!

He just leads you to the Gym by walking through some walls in the city. Did he or did he not just toss up a few ninja hand signs and use Walk Through Walls no Jutsu? Hmm… ☺

Pewter City

"*A Stone Gray City*"

****HMs Needed: *Cut*.**

Places of Interest
Pokémon Center
Pokémon Mart
Pewter City Gym
Pewter Museum of Science
Super Rod Fishing Guru's House

Pewter City Mart
****
Common Candy P100
Ultra Ball P1200
Hyper Potion P1500
Escape Rope P550

Full Restore P3000
Revive P1500
TM07 Drill Run P2000

The final stretch of our adventure begins here, the home of the 7th Gym. The house near the eastern exit of the city belongs to the Fishing Guru, pay him a visit to receive the **Super Fishing Rod**.

<u>Pewter Museum of Science</u>

It's still P50 to enter through the front door and check out the exhibits...with one in particular which is rather funny to see now all these years later haha. Space Shuttle Columbia? What's that? ☺ Behind the counter is a Scientist who tasks you with getting the **Old Amber** to the Pokémon Lab and revive the ancient Pokemon that's fossilised in it:

Aerodactyl - The Fossil Pokémon
Level: 30
Type: Rock/Flying
Moves: *Rock Throw, Agility, Wing Attack, ---*

[g7] Pewter City Gym

Leader: Brock - *The Rock Solid Pokémon Trainer!*

No puzzle here but we do find a mini maze and only one Gym Trainer, the Junior Trainer near the northeast corner.

Jr. Trainer [M]
Lv51 Kabutops [Steel/Rock]
Lv51 Omastar [Water/Rock]
Prize: P1020

Be really prepared for Brock because despite being the 7th Gym Leader he has the strongest Pokémon out of all the Gym Leaders in this game - a Level 70 Onix. Good Lord.

****Gym Battle****

Leader Brock
((*5 Hyper Potions*))

Lv51 Golem [Rock]
Moves: *Earthquake, Head Smash, Explosion, Recover*

Lv51 Omastar [Water/Rock]
Moves: *Splash, Mega Drain, Rock Slide, Hydro Pump*

Lv51 Arcanine [Fire/Rock]
Moves: *Flamethrower, Rock Slide, Focus Energy, Head Smash*

Lv51 Kleavor [Bug/Rock]
Moves: *Air Slash, Metal Claw, Rock Slide, Earthquake*

Lv52 Aerodactyl [Rock/Flying]
Moves: *Rock Slide, Double-Edge, Earthquake, Brave Bird*

Lv70 Onix [Rock/Dragon]
Moves: *Recover, Drill Run, Head Smash, Outrage*

Prizes: P6930 + Boulder Badge + HM04 Strength

Strength can now be used outside of battles and the **Level Cap** moves up to **56**, which is the same level as Giovanni's 3 strongest Pokémon (*with a certain **Legendary** among them*).

Having Strength now means you can enter the Battle Tower (*it's on Route 5 by the way*). I will cover the Battle Tower during the Post-Game so if you are eager to tackle it this early then just CTRL F and search **Palmer**, who (*spoiler*) is the Tower Tycoon that awaits you there ☺

For some training in preparation for the final Gym you can go to Routes 19 and 20. Return to Fuchsia and head south for the sea.

Route 19

****HMs Needed: *Surf*.**

Pokémon Found
(Surf)
Seaking [Water/Normal] {Level 35}
Gyarados [Water/Flying] {Levels 45, 50}
Tentacool [Water/Poison] {Levels 35, 40}
Tentacruel [Water/Poison] {Level 45}
Staryu [Water] {Levels 35, 40}
Starmie [Water/Psychic] {Level 45}
Lapras [Ice/Dragon] {Level 50}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Starmie [Water/Psychic] {Level 45}
Seadra [Water/Dragon] {Level 45}
Cloyster [Rock/Ice] {Level 45}
Seaking [Water/Normal] {Level 45}

A couple of Swimmers are out on the beach and one guy is already in the water.

Swimmer
Lv45 Goldeen [Water/Normal]
Lv45 Horsea [Water]
Lv45 Staryu [Water]
Prize: P225

Swimmer
Lv40 Tentacruel [Water/Poison]
Lv40 Cloyster [Rock/Ice]
Prize: P200

Swimmer
Lv41 Goldeen [Water/Normal]
Lv41 Seadra [Water/Dragon]
Prize: P205

Surf straight down from him to find Swimmers #4 and #5.

Swimmer
Lv43 Poliwag [Water]
Lv43 Poliwhirl [Water]
Prize: P215

Swimmer
Lv41 Horsea [Water]
Lv41 Seaking [Water/Normal]
Prize: P205

Swimmer #6 is on the bottom right from him.

Swimmer
Lv42 Lapras [Ice/Dragon]
Prize: P210

Further south is this 4-person collective, we'll start from the top guy and go clockwise:

Swimmer
Lv45 Starmie [Water/Psychic]
Prize: P225

Beauty
Lv43 Dewgong [Water/Ice]

Lv43 Dewgong [Water/Ice]
Lv43 Dewgong [Water/Ice]
Prize: P3010

Beauty
Lv43 Starmie [Water/Psychic]
Lv43 Politoed [Water/Fairy]
Lv43 Slowbro [Psychic/Rock]
Prize: P3010

Beauty
Lv43 Goldeen [Water/Normal]
Lv43 Seaking [Water/Normal]
Lv43 Gyarados [Water/Flying]
Prize: P3010

Route 20

****HMs Needed: *Surf*.**

Pokémon Found
(Surf)
Seaking [Water/Normal] {Level 35}
Gyarados [Water/Flying] {Levels 45, 50}
Tentacool [Water/Poison] {Levels 35, 40}
Tentacruel [Water/Poison] {Level 45}
Staryu [Water] {Levels 35, 40}
Starmie [Water/Psychic] {Level 45}
Lapras [Ice/Dragon] {Level 50}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)

Starmie [Water/Psychic] {Level 45}
Seadra [Water/Dragon] {Level 45}
Cloyster [Rock/Ice] {Level 45}
Seaking [Water/Normal] {Level 45}

Swimmer
Lv50 Horsea [Water]
Prize: P250

Swimmer
Lv46 Cloyster [Rock/Ice]
Prize: P230

Beauty
Lv49 Dragonair [Dragon]
Lv49 Seadra [Water/Dragon]
Prize: P3430

We finally reach the Seafoam Islands and there's a Junior Trainer swimming near the cave entrance.

Jr. Trainer [F]
Lv48 Tentacruel [Water/Poison]
Lv48 Dewgong [Water/Ice]
Lv48 Starmie [Water/Psychic]
Prize: P960

At this point you can do either of 2 things:

A) ***Head into the Seafoam Islands, fully explore them then return to Viridian or...***

B) ***Return to Viridian, challenge the Gym, win to raise the Level Cap to 70 and THEN head into the Seafoam Islands and start training for the League from there.***

Decisions, decisions eh? ☺ I'm going to cover the Gym next then the Seafoam Islands.

[g8] Viridian City Gym

No warp tiles here, instead there's the next best thing - spinner tiles. Delightful ☺ From the entrance, turn left and spin your way to the first 2 Gym Trainers.

Tamer
Lv51 Golduck [Water/Ghost]
Lv51 Tauros [Normal]
Lv51 Mr. Mime [Psychic/Dark]
Lv51 Rapidash [Fire/Normal]
Prize: P2040

Blackbelt
Lv52 Annihilape [Fighting/Ghost]
Lv52 Hitmonchan [Fighting/Dark]
Lv52 Electabuzz [Electric/Fighting]
Prize: P1300

Past him is a turn on the right which leads to these 4:

Cooltrainer [M]
Lv52 Sandslash [Ground]
Lv52 Rhydon [Rock/Ground]
Lv52 Nidoqueen [Normal/Ground]
Lv52 Marowak [Ground/Ghost]
Prize: P1820

Tamer
Lv52 Scyther [Bug/Flying]
Lv52 Tentacruel [Water/Poison]
Lv52 Venusaur [Grass]
Lv52 Magmortar [Fire/Fighting]
Prize: P2080

Blackbelt
Lv53 Machamp [Fighting]

Lv53 Farfetch'd [Normal/Flying]
Lv53 Pinsir [Bug/Fighting]
Prize: P1325

Cooltrainer [M]
Lv53 Gengar [Ghost]
Lv53 Gyarados [Water/Flying]
Lv53 Slowbro [Psychic/Rock]
Lv53 Arbok [Poison]
Prize: P1855

The item ball on the right is a **Revive**, how convenient ☺

Cooltrainer [M]
Lv53 Exeggutor [Grass/Psychic]
Lv53 Rhydon [Rock/Ground]
Lv53 Jolteon [Electric]
Lv53 Slowking [Psychic/Water]
Lv53 Tauros [Normal]
Prize: P1855

Blackbelt
Lv54 Poliwrath [Water/Fighting]
Lv54 Kabutops [Steel/Rock]
Lv54 Sirfetch'd [Fighting/Flying]
Lv54 Steelix [Steel/Dragon]
Prize: P1350

Return to the entrance, exit and re-enter the Gym then make your way back to the north side Blackbelt. He's gone back to his default position now, allowing you to reach Giovanni. Just imagine, if you hadn't shown up and found him here (*his hideout*) he might have brought back Team Rocket! Phew, thank goodness you showed up ☺ the battle for Badge #8 is coming up, good luck.

****Gym Battle****

Leader Giovanni
((*1 Hyper Potion*))

Lv56 Persian [Normal/Dark]
Moves: *Night Shade, Dark Pulse, Tail Slap, Slash*

Lv55 Dugtrio [Ground]
Moves: *Bulldoze, Slash, Earthquake, Outrage*

Lv55 Nidoking [Poison/Ground]
Moves: *Bulldoze, Sludge, Earthquake, Drill Run*

Lv55 Kangaskhan [Normal]
Moves: *Bulldoze, Dizzy Punch, Jump Kick, Earthquake*

Lv56 Rhyperior [Rock/Ground]
Moves: *Drill Run, Rock Slide, Double-Edge, Head Smash*

Lv56 Mewtwo [Psychic]
Moves: *Drain Punch, Teleport, Psychic, Shadow Ball*

Prizes: P5544 + Earth Badge + TM27 Bulldoze

And there you have it folks, all 8 Gym Badges have been obtained at long last. Congratulations! ☺ Not only does Giovanni state that Team Rocket is finished forever (*if only he knew...*), he says he will return Mewtwo back into the wild.

Then he bids you farewell and off he goes. Never to be seen again until an alternate universe version of him appears 6 generations later, unbelievable haha. Well, unless you count his appearance in ***Pokémon HeartGold/SoulSilver*** which happened thanks to a time-travelling Celebi. Exit the Gym and get ready for the Seafoam Islands.

Seafoam Islands

****HMs Needed: *Surf, Strength*.**

-1F-

Pokémon Found
Seel [Water/Ice] {Level 35}
Horsea [Water] {Levels 36-37}
Shellder [Rock/Ice] {Level 35}
Slowbro [Psychic/Rock] {Level 40}
Cloyster [Rock/Ice] {Level 45}
Dewgong [Water/Ice] {Level 45}
Seadra [Water/Dragon] {Level 45}
Jynx [Ice/Ghost] {Level 45}
Lapras [Ice/Dragon] {Level 45}

There's a ladder here leading down below.

-B1F-

Pokémon Found
Seel [Water/Ice] {Level 35}
Horsea [Water] {Level 36}
Omanyte [Water/Rock] {Level 37}
Kabuto [Bug/Rock] {Level 37}
Slowbro [Psychic/Rock] {Level 40}
Cloyster [Rock/Ice] {Level 45}
Dewgong [Water/Ice] {Level 45}
Seadra [Water/Dragon] {Level 45}
Jynx [Ice/Ghost] {Level 45}
Lapras [Ice/Dragon] {Level 45}

Well, here comes trouble - as soon as you arrive you'll see a Grunt just up ahead. Probably didn't get the memo about Team Rocket being disbanded.

Rocket
Lv50 Lapras [Ice/Dragon]
Lv50 Raticate [Normal]
Lv50 Slowbro [Psychic/Rock]
Lv50 Crobat [Poison/Flying]
Prize: P1500

Ahead of him is a hole in the floor and a ladder going back to 1F. Climb the ladder and in the next area you'll find a boulder, push it down the hole and do the same back in B1F. Then jump down the hole.

-B2F-

Pokémon Found
Seel [Water/Ice] {Level 42}
Horsea [Water] {Level 43}
Omanyte [Water/Rock] {Level 45}
Kabuto [Bug/Rock] {Level 45}
Slowbro [Psychic/Rock] {Level 47}
Cloyster [Rock/Ice] {Level 47}

Dewgong [Water/Ice] {Level 48}
Seadra [Water/Dragon] {Level 48}
Jynx [Ice/Ghost] {Level 50}
Slowking [Psychic/Water] {Level 50}

Grunt #2 is here.

Rocket
Lv51 Electrode [Electric/Normal]
Lv51 Mr. Mime [Psychic/Dark]
Lv51 Rapidash [Fire/Normal]
Lv51 Victreebel [Grass/Poison]
Lv51 Kabutops [Steel/Rock]
Prize: P1530

Push the boulder down the hole and follow after it, you'll land in the water on B3F and immediately get swept further down to B4F's eastern side.

-B4F-

<u>Pokémon Found</u>
Dewgong [Water/Ice] {Level 46}
Seadra [Water/Dragon] {Level 47}
Omastar [Water/Rock] {Level 48}
Kabutops [Steel/Rock] {Level 48}
Slowbro [Psychic/Rock] {Level 50}
Cloyster [Rock/Ice] {Level 50}
Jynx [Ice/Ghost] {Level 53}
Lapras [Ice/Dragon] {Level 53}
Kingdra [Water/Dragon] {Level 55}
Mr. Rime [Psychic/Ice] {Level 55}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}

Seadra [Water/Dragon] {Level 35}
(Super Rod)
Starmie [Water/Psychic] {Level 45}
Seadra [Water/Dragon] {Level 45}
Cloyster [Rock/Ice] {Level 45}
Seaking [Water/Normal] {Level 45}

Surf up to a landing spot where the next ladder is found, climb all the way back to B2F.

Cooltrainer [M]
Lv52 Mr. Rime [Psychic/Ice]
Lv52 Machamp [Fighting]
Lv52 Umbreon [Dark]
Lv52 Gengar [Ghost]
Lv52 Wigglytuff [Fairy/Psychic]
Prize: P1820

Get off the higher ground and head west to Grunt #3 and a ladder heading back up to B1F. This guy claims to have some "legendary" Pokémon. Is that right?

Rocket
Lv54 Dewgong [Water/Ice]
Lv54 Dewgong [Water/Ice]
Lv54 Dewgong [Water/Ice]
Lv54 Dewgong [Water/Ice]
Lv54 Dewgong [Water/Ice]
Lv54 Seel [Water/Ice]
Prize: P1620

Rocket
Lv53 Tangrowth [Grass/Water]
Lv53 Magmortar [Fire/Fighting]
Lv53 Electivire [Electric/Fighting]

Lv53 Rhyperior [Rock/Ground]
Prize: P1590

Cooltrainer [M]
Lv54 Snorlax [Normal]
Lv54 Scizor [Bug/Steel]
Lv54 Politoed [Water/Fairy]
Lv54 Nidoking [Poison/Ground]
Lv54 Arcanine [Fire/Rock]
Prize: P1890

The ladder on the hill next to him heads back up to 1F. There you'll find another boulder to be pushed. Follow after it back to B1F, you'll land near Grunt #5.

Rocket
Lv53 Pidgeot [Flying]
Lv53 Porygon2 [Psychic/Electric]
Lv53 Dodrio [Normal/Flying]
Lv53 Sirfetch'd [Fighting/Flying]
Lv53 Porygon-Z [Bird]
Prize: P1590

Push the boulder down the hole then turn south from the Grunt, there's a ladder that's going down to B2F. Head there.

On the left of the ladder are 2 rock barriers, check the bottom one for a hidden **Nugget**.

On the higher ground is Grunt #6 and over on the left below the higher ground is Grunt #7.

Rocket
Lv54 Annihilape [Fighting/Ghost]
Lv54 Weezing [Poison/Fire]
Lv54 Exeggutor [Grass/Psychic]
Lv54 Aerodactyl [Rock/Flying]
Lv54 Kingdra [Water/Dragon]
Prize: P1620

Rocket
Lv55 Starmie [Water/Psychic]
Lv55 Kleavor [Bug/Rock]
Lv55 Electabuzz [Electric/Fighting]
Lv55 Venomoth [Bug/Poison]
Lv55 Dugtrio [Ground]
Prize: P1650

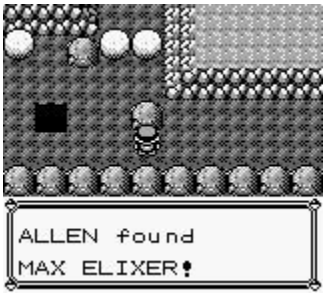
Climb down the ladder near him back to B3F.

-B3F-

<u>Pokémon Found</u>
Seel [Water/Ice] {Level 42}
Horsea [Water] {Level 43}
Omanyte [Water/Rock] {Level 45}
Kabuto [Bug/Rock] {Level 45}
Slowbro [Psychic/Rock] {Level 47}
Cloyster [Rock/Ice] {Level 47}
Dewgong [Water/Ice] {Level 48}
Seadra [Water/Dragon] {Level 48}
Jynx [Ice/Ghost] {Level 50}
Politoed [Water/Fairy] {Level 50}
(Old Rod)

Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Starmie [Water/Psychic] {Level 45}
Seadra [Water/Dragon] {Level 45}
Cloyster [Rock/Ice] {Level 45}
Seaking [Water/Normal] {Level 45}

Head south along the higher ground that you'll appear on and make your way to the collection of boulders on the southwest side. There's a hidden **Max Elixer** on the first rock that you'll reach in this area.



There are 2 holes and 4 boulders, just drop one boulder down each hole then return to B2F. At this point you can Surf to B4F's northern hill without any trouble from the current but what's waiting on that hill isn't Articuno anymore of course, instead there's *SOMEONE* - **Green**! Might not be a Legendary Pokémon but she is a Legendary Trainer, with a full team of Pokémon ranging between Levels 78 and 80...so hold off on meeting her until after the League.

Back on B2F climb the ladder next to Grunt #6, this leads onto B1F's north hill where Grunt #8 is waiting.

Rocket
Lv54 Muk [Poison/Dark]
Lv54 Jynx [Ice/Ghost]
Lv54 Magnezone [Electric/Steel]

Lv54 Slowking [Psychic/Water]
Lv54 Beedrill [Bug/Poison]
Prize: P1620

Continuing east leads to Cooltrainer #3 and a ladder back to B2F.

Cooltrainer [M]
Lv54 Kingler [Water/Bug]
Lv54 Glaceon [Ice]
Lv54 Alakazam [Psychic]
Lv54 Steelix [Steel/Dragon]
Lv54 Bellossom [Grass/Fairy]
Prize: P1890

You'll appear on a hill occupied by Cooltrainer #4 and there's a ladder back to B3F.

Cooltrainer [M]
Lv54 Hitmontop [Fighting/Ground]
Lv54 Blissey [Normal]
Lv54 Hypno [Psychic/Ghost]
Lv54 Gyarados [Water/Flying]
Lv54 Vileplume [Grass/Poison]
Prize: P1890

"*Real trainers don't use such cheap Pokémon!*" - Cooltrainer #4.

Damn, the guy's throwing enough shade to cause a total eclipse haha ☺ Apologies if your team has been offended, we try to keep these walkthroughs PG13 at least but some of these random early generation Trainers though? Vicious. Return to 1F and head southwest for the exit. The bad news is that the boulders reset upon exiting the Seafoam Islands caves so just remember to check this section again when it's time to come back for Green. Now we'll go west back to Route 20 and take on the Trainers that are found here.

Beauty
Lv46 Seaking [Water/Normal]

Lv46 Tangrowth [Grass/Water]
Prize: P3220

Swimmer
Lv45 Seaking [Water/Normal]
Lv45 Starmie [Water/Psychic]
Prize: P225

Bird Keeper
Lv49 Fearow [Flying/Dark]
Lv49 Pidgeot [Flying]
Lv49 Dodrio [Normal/Flying]
Prize: P1225

Beauty
Lv45 Cloyster [Rock/Ice]
Lv45 Cloyster [Rock/Ice]
Lv45 Cloyster [Rock/Ice]
Prize: P3150

Junior Trainer [F]
Lv49 Goldeen [Water/Normal]
Lv49 Goldeen [Water/Normal]
Lv49 Seaking [Water/Normal]
Prize: P980

Beauty
Lv43 Poliwrath [Water/Fighting]
Lv43 Dewgong [Water/Ice]
Lv43 Jynx [Ice/Ghost]
Prize: P3010

When you're ready, return to Viridian and head west to Route 22. Blue is out here, on his way to the League too.

What better place for him to show off his skills than on the road to the Indigo Plateau? The final Rival Battle against Blue, coming up.

****Rival Battle****

Rival Blue
((*1 Hyper Potion*))
Lv53 Pidgeot [Flying]
Moves: *Fly, Hurricane, Metal Claw, Brave Bird*

Lv55 Alakazam [Psychic]
Moves: *Recover, Psychic, Double Team, Fire Punch*

Lv55 Exeggutor [Grass/Psychic]
Moves: *Mega Drain, Solar Beam, Stomp, Explosion*

Lv56 Arcanine [Fire/Rock]
Moves: *Rock Slide, Focus Energy, Head Smash, Fire Blast*

Lv58 Sylveon [Fairy]
Moves: *Disarming Voice, Moonblast, Psychic, Shadow Ball*

Lv57 Blastoise [Water/Steel]
Moves: *Body Slam, Flash Cannon, Head Smash, Hydro Pump*

or

Lv53 Pidgeot [Flying]
Moves: ***Fly, Hurricane, Metal Claw, Brave Bird***

Lv55 Alakazam [Psychic]
Moves: ***Recover, Psychic, Double Team, Fire Punch***

Lv55 Rhydon [Rock/Ground]
Moves: ***Stomp, Drill Run, Rock Slide, Double-Edge***

Lv56 Gyarados [Water/Flying]
Moves: ***Air Slash, Hydro Pump, Flamethrower, Outrage***

Lv58 Sylveon [Fairy]
Moves: ***Disarming Voice, Moonblast, Psychic, Shadow Ball***

Lv57 Venusaur [Grass]
Moves: ***Solar Beam, Growth, Sleep Powder, Petal Dance***

or

Lv53 Pidgeot [Flying]
Moves: ***Fly, Hurricane, Metal Claw, Brave Bird***

Lv55 Alakazam [Psychic]
Moves: ***Recover, Psychic, Double Team, Fire Punch***

Lv55 Rhydon [Rock/Ground]
Moves: ***Stomp, Drill Run, Rock Slide, Double-Edge***

Lv55 Exeggutor [Grass/Psychic]
Moves: ***Mega Drain, Solar Beam, Stomp, Explosion***

Lv58 Sylveon [Fairy]
Moves: ***Disarming Voice, Moonblast, Psychic, Shadow Ball***

Lv57 Charizard [Fire/Flying]
Moves: ***Dragon Rage, Hurricane, Fire Blast, Fire Spin***

Prize: P3705

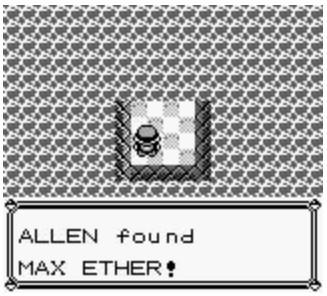
Now the race is really on, who will reach the League first?

Route 23

****HMs Needed: *Surf*.**

Pokémon Found
(Grass)
Nidoran-M [Poison] {Levels 10-11}
Nidoran-F [Normal] {Levels 10-11}
Sandshrew [Ground] {Levels 10-11}
Ekans [Poison] {Levels 10-11}
Mankey [Fighting] {Level 11}
Exeggcute [Grass/Psychic] {Level 11}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Slowbro [Psychic/Rock] {Level 45}
Seaking [Water/Normal] {Level 45}
Cloyster [Rock/Ice] {Level 45}
Seadra [Water/Dragon] {Level 45}

Make your way to the guard swimming in the lake (*he'll check for the Soul Badge*) and get on the tiny island behind him. There's a hidden **Max Ether** on the top left tile.



North of the guard who checks for the Boulder Badge is a cluster of rubble, check the top right piece of rubble for a hidden **Full Restore.**

Then it's straight on ahead to Victory Road.

Victory Road

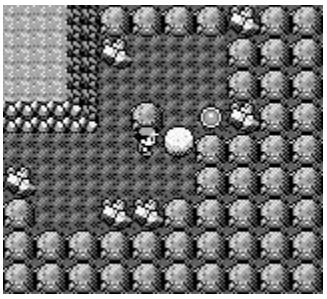
****HMs Needed: *Strength*.**

-1F-

Pokémon Found
Golbat [Poison/Flying] {Levels 48-50}
Onix [Rock/Dragon] {Levels 50-51}
Golem [Rock] {Level 49}
Marowak [Ground/Ghost] {Level 50}
Machamp [Fighting] {Level 48}
Rhydon [Rock/Ground] {Level 47}
Aerodactyl [Rock/Flying] {Level 53}

There've been plenty of Victory Roads which came out over the years, official ones and fan-created ones, so let's see what this game's version has to offer. Just

over on the left from the entrance is a boulder, push it to the floor switch that's on the right to remove the barrier that's on the higher ground.



Cooltrainer [F]
((*1 Hyper Potion*))
Lv56 Persian [Normal/Dark]
Lv56 Seaking [Water/Normal]
Lv56 Rapidash [Fire/Normal]
Lv56 Butterfree [Bug/Psychic]
Lv56 Espeon [Psychic]
Prize: P1960

On the north side of the room are 2 items - **TM43 Brave Bird** up top and a **Rare Candy** on the left. Can't get them one after the other without having to exit and re-enter the room (*unless you're one of those ninja who knows Brock through Walls no Jutsu* ☺).

Cooltrainer [M]
Lv57 Ninetales [Fire/Psychic]
Lv57 Magmortar [Fire/Fighting]
Lv57 Charizard [Fire/Flying]
Lv57 Flareon [Fire]
Prize: P1995

-2F-

<u>Pokémon Found</u>
Golbat [Poison/Flying] {Levels 48-50}
Onix [Rock/Dragon] {Levels 50-51}

Golem [Rock] {Level 49}
Marowak [Ground/Ghost] {Level 50}
Machamp [Fighting] {Level 48}
Rhydon [Rock/Ground] {Level 47}
Kleavor [Bug/Rock] {Level 53}

South of the ladder is the puzzle that's linked to the barriers on the higher ground.

Blackbelt
Lv57 Machamp [Fighting]
Lv57 Golem [Rock]
Lv57 Electivire [Electric/Fighting]
Lv57 Tauros [Normal]
Lv57 Poliwrath [Water/Fighting]
Prize: P1425

There's **TM05 Mega Kick** and a switch near the southwest side of the higher ground. No boulder though, hmm. Carry on and head to the north side of the room.

Tamer
Lv57 Nidoqueen [Normal/Ground]
Lv57 Golduck [Water/Ghost]
Lv57 Hitmonlee [Fighting/Normal]
Lv57 Gyarados [Water/Flying]
Lv57 Sylveon [Fairy]
Prize: P2280

Just on the left is a **King's Rock** and further north is a Juggler plus **TM17 Submission**. Be careful of him, he's got a full team of explosive Electrode.

Juggler
Lv59 Electrode [Electric/Normal]
Lv59 Electrode [Electric/Normal]
Lv59 Electrode [Electric/Normal]
Lv59 Electrode [Electric/Normal]

Lv59 Electrode [Electric/Normal]
Lv59 Electrode [Electric/Normal]
Prize: P2065

Back to the Tamer and climb the ladder that's near him.

-3F-

Pokémon Found
Golbat [Poison/Flying] {Levels 48-49}
Onix [Rock/Dragon] {Level 50}
Golem [Rock] {Level 49}
Marowak [Ground/Ghost] {Level 50}
Snorlax [Normal] {Level 48}
Rhydon [Rock/Ground] {Level 47}
Hitmonlee [Fighting/Normal] {Level 53}
Hitmonchan [Fighting/Dark] {Level 53}
Hitmontop [Fighting/Ground] {Level 53}

Above the ladder is a boulder, on the left is a hill and on the right is a Cooltrainer plus a second **King's Rock**.

Cooltrainer [M]
Lv58 Exeggutor [Grass/Psychic]
Lv58 Cloyster [Rock/Ice]
Lv58 Arcanine [Fire/Rock]
Lv58 Hypno [Psychic/Ghost]
Lv58 Umbreon [Dark]
Prize: P2030

You'll have to push the boulder all the way to the northwest side of the room, where you'll find **TM47 Explosion**, the switch as well as a ladder. The ladder leads back down to 2F's north side. Here you'll find a PokéManiac, a hidden **Ultra Ball** on the rock next to him and a **Metal Coat** plus **Melmetal** on the right!

PokéManiac
Lv58 Kangaskhan [Normal]
Lv58 Lickilicky [Normal]
Lv58 Magnezone [Electric/Steel]
Lv58 Muk [Poison/Dark]
Lv58 Glaceon [Ice]
Prize: P2900

Melmetal – *The Hex Nut Pokémon*
Level: 60
Type: Steel
Moves: *Rock Slide, Bulldoze, Flash Cannon, Recover*

Moltres would be found here in the previous update but now it's this Mythical monstrosity. I never played ***Let's Go Pikachu, Let's Go Eevee*** so I missed out on the Melmetal hype. Maybe one of these modern ROM hacks has it, hmm.

The switch on 3F is connected to a barrier that's on the hill, head up there and all the way to the southeast side.

Cooltrainer [F]
Lv58 Raichu [Electric]
Lv58 Dewgong [Water/Ice]
Lv58 Alakazam [Psychic]
Lv58 Jolteon [Electric]
Prize: P2030

Cooltrainer [M]
Lv58 Kingdra [Water/Dragon]

Lv58 Tentacruel [Water/Poison]
Lv58 Blastoise [Water/Steel]
Lv58 Starmie [Water/Psychic]
Lv58 Vaporeon [Water]
Prize: P2030

Cooltrainer [F]
Lv58 Parasect [Bug/Grass]
Lv58 Vileplume [Grass/Poison]
Lv58 Tangrowth [Grass/Water]
Lv58 Venusaur [Grass]
Lv58 Leafeon [Grass]
Prize: P2030

On the right of her is a boulder and a hole, push the boulder into it and follow after it back to 2F. Push the boulder to the switch on the left and go for the ladder on the hill.

Juggler
Lv60 Mr. Mime [Psychic/Dark]
Lv60 Gengar [Ghost]
Lv60 Exeggutor [Grass/Psychic]
Lv60 Electrode [Electric/Normal]
Lv60 Nidoking [Poison/Ground]
Lv60 Dodrio [Normal/Flying]
Prize: P2100

Climb the next couple of ladders and before exiting, check the rock next to the final ladder for a hidden **Full Restore**.

Head out and carry on to the doors of League HQ. Victory Road was pretty much as first generation as you might have expected haha, I thought maybe it would be a little more challenging. Some notorious Victory Roads that are out there include the ones for ***Pokémon Clover*** and ***Pokémon Unbound***, maybe you've had the chance to take them on?

Indigo Plateau

"*The highest Pokémon authority Pokémon League HQ*"

League Mart
****

Common Candy P100
Rare Candy P40000
Ultra Ball P1200
Great Ball P600
Full Restore P3000
Max Potion P2500
Full Heal P600
Revive P1500
Max Repel P700
TM40 Head Smash P4000
TM29 Psychic P4000
TM17 Submission P3000
TM08 Body Slam P4000
TM01 Drain Punch P3000
TM34 Bide P2000

This is it folks, welcome to the big time. Get all your last minute preparations done and head for the first Elite 4 room. No tournament format or the option to face the Elite 4 in an order of your choice here, we're going old school gauntlet style ☺ First up is Lorelei.

****Elite 4 Battle****

Elite 4 Lorelei
((*2 Hyper Potions*))

Lv64 Vaporeon [Water]
Moves: ***Ice Beam, Splash, Hydro Pump, Shadow Ball***

Lv64 Mr. Rime [Psychic/Ice]
Moves: ***Psychic, Ice Punch, Recover, Blizzard***

Lv64 Dewgong [Water/Ice]
Moves: ***Drill Run, Ice Beam, Hydro Pump, Blizzard***

Lv65 Jynx [Ice/Ghost]
Moves: ***Ice Punch, Psychic, Blizzard, Shadow Ball***

Lv64 Politoed [Water/Fairy]
Moves: ***Psychic, Hydro Pump, Ice Beam, Moonblast***

Lv65 Lapras [Ice/Dragon]
Moves: ***Soft-Boiled, Hydro Pump, Blizzard, Dragon Rage***

Prize: P6435

Next is Brock's evolved form Bruno!

****Elite 4 Battle****

Elite 4 Bruno
((*2 Hyper Potions*))

Lv65 Electivire [Electric/Fighting]
Moves: ***Drain Punch, Thunder Punch, Thunder, Earthquake***

Lv65 Hitmonchan [Fighting/Dark]
Moves: ***Ice Punch, Thunder Punch, Dark Pulse, Drain Punch***

Lv65 Hitmonlee [Fighting/Normal]
Moves: ***High Jump Kick, Strength, Double-Edge, Earthquake***

Lv65 Hitmontop [Fighting/Ground]
Moves: ***Drain Punch, Strength, Submission, Drill Run***

Lv66 Scizor [Bug/Steel]
Moves: *Air Slash, Metal Claw, Bug Buzz, Drain Punch*

Lv66 Machamp [Fighting]
Moves: *Earthquake, Drain Punch, Submission, Comet Punch*

Prize: P6534

Agatha comes in at 3rd place. Still throwing shade on Prof. Oak after all these of years haha ☺

****Elite 4 Battle****

Elite 4 Agatha
((*2 Hyper Potions*))

Lv66 Golduck [Water/Ghost]
Moves: *Amnesia, Psychic, Hydro Pump, Shadow Ball*

Lv66 Annihilape [Fighting/Ghost]
Moves: *Drain Punch, Submission, Bulldoze, Shadow Ball*

Lv66 Hypno [Psychic/Ghost]
Moves: *Psychic, Dream Eater, Hypnosis, Thunder Punch*

Lv67 Umbreon [Dark]
Moves: ***Dark Pulse, Hypnosis, Shadow Ball, Moonblast***

Lv66 Porygon-Z [Bird]
Moves: ***TMTrainer, ---, ---, ---***

Lv67 Gengar [Ghost]
Moves: ***Lovely Kiss, Shadow Ball, Psychic, Thunderbolt***

Prize: P6633

And then there's Lance, the final Elite 4 member now but of course we all know that there are much bigger things in his future ☺

****Elite 4 Battle****

Elite 4 Lance
((*2 Hyper Potions*))

Lv67 Gyarados [Water/Flying]
Moves: ***Air Slash, Hydro Pump, Flamethrower, Outrage***

Lv67 Charizard [Fire/Flying]
Moves: ***Dragon Rage, Hurricane, Fire Blast, Fire Spin***

Lv67 Kingdra [Water/Dragon]
Moves: ***Swords Dance, Twineedle, Hydro Pump, Outrage***

Lv67 Aerodactyl [Rock/Flying]
Moves: ***Earthquake, Brave Bird, Hyper Beam, Head Smash***

Lv68 Steelix [Steel/Dragon]
Moves: ***Drill Run, Head Smash, Flash Cannon, Outrage***

Lv68 Dragonite [Dragon/Flying]
Moves: ***Metal Claw, Fly, Air Slash, Outrage***

Prize: P6732

Here's your winner and the NEW Champ-- well, you would've been the new Champion now if a certain smug fellow hadn't already swept through the Elite 4 before you.

Damn that Blue. If you need to heal up do it now because as soon as you leave this room you'll walk straight into Blue's pre-battle dialogue. He came super prepared, with a Legendary Bird backing up each of his teams. Damn that Blue indeed. Good luck and Godspeed!

****Championship Battle****

Champion Blue
((*3 Full Restores*))

Lv70 Sylveon [Fairy]
Moves: *Agility, Moonblast, Psychic, Shadow Ball*

Lv68 Alakazam [Psychic]
Moves: *Recover, Psychic, Double Team, Fire Punch*

Lv68 Articuno [Ice/Flying]
Moves: *Flash Cannon, Blizzard, Hurricane, Fly*

Lv68 Exeggutor [Grass/Psychic]
Moves: *Explosion, Psychic, Solar Beam, Soft-Boiled*

Lv69 Arcanine [Fire/Rock]
Moves: *Focus Energy, Head Smash, Fire Blast, Outrage*

Lv70 Blastoise [Water/Steel]
Moves: *Blizzard, Flash Cannon, Head Smash, Hydro Pump*

or

Lv70 Sylveon [Fairy]
Moves: *Agility, Moonblast, Psychic, Shadow Ball*

Lv68 Alakazam [Psychic]
Moves: *Recover, Psychic, Double Team, Fire Punch*

Lv68 Moltres [Fire/Flying]
Moves: Solar Beam, Brave Bird, Fire Blast, Fly

Lv68 Rhyperior [Rock/Ground]
Moves: ***Drill Run, Rock Slide, Double-Edge, Head Smash***

Lv69 Gyarados [Water/Flying]
Moves: ***Air Slash, Hydro Pump, Flamethrower, Outrage***

Lv70 Venusaur [Grass]
Moves: ***Mega Drain, Growth, Sleep Powder, Petal Dance***

or

Lv70 Sylveon [Fairy]
Moves: ***Agility, Moonblast, Psychic, Shadow Ball***

Lv68 Alakazam [Psychic]
Moves: ***Recover, Psychic, Double Team, Fire Punch***

Lv68 Zapdos [Electric/Flying]
Moves: ***Bubble Beam, Thunder, Hurricane, Fly***

Lv68 Rhyperior [Rock/Ground]
Moves: ***Drill Run, Rock Slide, Double-Edge, Head Smash***

Lv68 Exeggutor [Grass/Psychic]
Moves: ***Explosion, Psychic, Solar Beam, Soft-Boiled***

Lv57 Charizard [Fire/Flying]
Moves: ***Solar Beam, Hurricane, Fire Blast, Fire Spin***

Prize: P6930

For real this time, here's your winner and the NEW Champion! Congratulations to you, after such a long journey from a humble little town called Pallet to the heights of the Pokémon League. Blue is beside himself for having such a short reign but he eventually accepts his defeat and acknowledges you as the new Champion. Prof. Oak arrives and congratulates you, although he is disappointed to find that his grandson lost the title between the time Oak found out that he had become the Champion and now.

Then it's off to the Hall of Fame and roll credits.

Post-Game

Welcome to the Post-Game portion of Righteous Red! What do you have to look forward to now? Well...
a) The Battle Tower (*unless you are there after defeating Brock* ☺).

b) There's a very dangerous Pokémon to be found at the lowest level of a very dangerous cave.

c) There's a powerful Trainer waiting for a match at the lowest level of a very cold island cave.

d) There's are 3 more powerful Trainers: one is sitting in a house near the Pewter City Gym, another is at the top of Pokémon Tower and the third is in the Celadon Mansion penthouse.

e) And of course there's a Champion from a far away region waiting for a match in Fuchsia. So fasten your seatbelts and let's begin the real final stretch of this retro adventure.

Battle Tower

Battle Tower Shop
****

Bottle Cap 80BP
Master Ball 80BP
Metal Coat 50BP
King's Rock 50BP

Dubious Disc 50BP
TM02 Air Slash 25BP
TM12 Hydro Pump 25BP
TM25 25BP
TM43 25BP
TM47 25BP

Articuno 250BP
Zapdos 250BP
Moltres 250BP
Melmetal 300BP
Mewtwo 400BP

Welcome to the Battle Tower. Bring along your best trio of Pokémon and good luck to you as you take on randomized Trainers before meeting Tower Tycoon Palmer every 12 floors.

Levels are scaled up to Level 100 so if you are here before the League, no worries. Just be aware that Level 100 *is* ***just limited to you***. The Trainers will go beyond it after you pass the 5th Trainer. If you have a Pokémon that knows Pay Day then this is a nice spot to make some cash money ☺ P200 per battle (*at first*). Get in there, bruv. (*Where did that British accent come from…?*)

****Tower Tycoon Battle****

Tower Tycoon Palmer

Lv102 Dragonite [Dragon/Flying]
Moves: ***Thunder, Fly, Air Slash, Outrage***

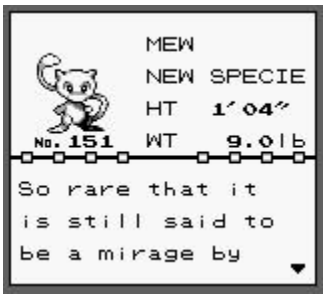
Lv102 Milotic [Water]
Moves: ***Surf, Ice Beam, Thunderbolt, Recover***

Lv102 Rhyperior [Rock/Ground]
Moves: ***Drill Run, Rock Slide, Double-Edge, Head Smash***

Prize: Zero

Remember that little piece of advice I offered about catching a Meowth and using Pay Day in Trainer battles? Good, because now is the time to make that major purchase. Return to the Game Corner, you can try your luck again by the slot machines or just buy the 9999 Coins.

You should be able to afford them now and still have plenty of money left to get your kids through college. Then go next door and exchange those Coins for the Mythical **Mew**!



Mew - *The New Species Pokémon*
Level: 15
Type: Psychic
Moves: *Pound, Confusion, Metronome, Drain Punch*

In my head when I read Mew's name I hear it being said by **Solja Boy** of "***Crank That Solja Boy***" fame. I can't help it ☺

<u>Cerulean Cave</u>

****HMs Needed: *Surf*.**

-1F-

<u>Pokémon Found</u>
Golbat [Poison/Flying] {Level 56}
Hypno [Psychic/Ghost] {Level 56}
Magneton [Electric/Steel] {Level 56}
Dodrio [Normal/Flying] {Level 59}

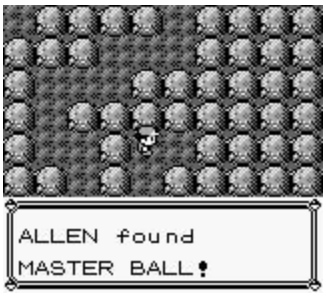
Arbok [Poison] {Level 62}
Sandslash [Ground] {Level 62}
Alakazam [Psychic] {Level 69}
Parasect [Bug/Grass] {Level 62}
Raichu [Electric] {Level 63}
Ditto [Normal/Ghost] {Level 63}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Slowbro [Psychic/Rock] {Level 45}
Seaking [Water/Normal] {Level 45}
Cloyster [Rock/Ice] {Level 45}
Seadra [Water/Dragon] {Level 45}

Head for the water and go for the ladder on the northeast hill.

-2F-

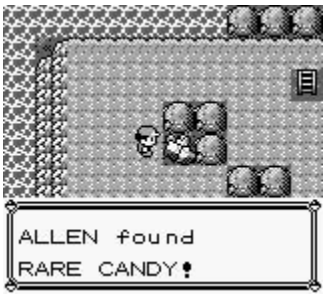
<u>Pokémon Found</u>
Dodrio [Normal/Flying] {Level 61}
Venomoth [Bug/Poison] {Level 61}
Kadabra [Psychic] {Level 51}
Rhydon [Rock/Ground] {Level 62}
Marowak [Ground/Ghost] {Level 62}
Electrode [Electric/Normal] {Level 62}
Chansey [Normal] {Level 66}
Wigglytuff [Fairy/Psychic] {Level 64}
Ditto [Normal/Ghost] {Level 65}
Scizor [Bug/Steel] {Level 70}

Go south until you can see a path to an item ball on the right. Not just any item ball, that's a **Master Ball!**



It makes plenty of sense to have one lying around here. Return to 1F and after Surfing past the northeast hill you'll find a **King's Rock**. Continue to the north hill to pick up a **Metal Coat** then climb the ladder up back to 2F. Follow the path to the right to find a second **King's Rock**.

Back on 1F, Surf south to the next hill where you'll find a piece of rubble among some rock clusters. Check that rubble piece for a hidden **Rare Candy**.



Just before reaching that south hill you'll find an **Ultra Ball** on the left. Continue onwards to the southwest hill and climb the ladder. Back on 2F make your way to the northwest ladder, along the way you'll find a **Dubious Disc**. That ladder is next to the final ladder on 1F.

-B1F-

<u>Pokémon Found</u>
Rhydon [Rock/Ground] {Level 65}
Marowak [Ground/Ghost] {Level 65}
Electrode [Electric/Normal] {Level 65}
Chansey [Normal] {Level 74}
Venomoth [Bug/Poison] {Level 59}
Parasect [Bug/Grass] {Level 74}

Raichu [Electric] {Level 74}
Arbok [Poison] {Level 67}
Porygon-Z [Bird] {Level 67}
Steelix [Steel/Dragon] {Level 75}
(Old Rod)
Magikarp [Water] {Level 5}
(Good Rod)
Goldeen [Water/Normal] {Level 35}
Seadra [Water/Dragon] {Level 35}
(Super Rod)
Slowbro [Psychic/Rock] {Level 45}
Seaking [Water/Normal] {Level 45}
Cloyster [Rock/Ice] {Level 45}
Seadra [Water/Dragon] {Level 45}

You're on the northwest hill, head over to the north hill to find a **Max Revive**. On the southwest hill is a second **Ultra Ball**. Over on the northeast hill is a rubble piece, check it for a hidden third **Ultra Ball…**

…and then there's the real prize on the southeast hill. Prepare for one serious Battle!

Mewtwo - *The Genetic Pokémon*
Level: 100
Type: Psychic
Moves: Psychic, Shadow Ball, Recover, Amnesia

Afterwards we return to the Seafoam Islands and reach B4F. Green is here looking for Articuno but since she hasn't found it, maybe YOU are worth catching instead!

****Special Battle****

Green
((*3 Full Restores*))

Lv78 Gengar [Ghost]
Moves: *Lovely Kiss, Dream Eater, Shadow Ball, Psychic*

Lv78 Clefable [Fairy/Normal]
Moves: *Ice Beam, Soft-Boiled, Moonblast, Thunderbolt*

Lv79 Magmortar [Fire/Fighting]
Moves: *Drain Punch, Submission, Fire Punch, Fire Blast*

Lv79 Slowking [Psychic/Water]
Moves: *Sludge, Ice Beam, Hydro Pump, Psychic*

Lv79 Lickilicky [Normal]
Moves: *Screech, Constrict, Earthquake, Lick*

Lv80 Venusaur [Grass]
Moves: *Earthquake, Growth, Sleep Powder, Petal Dance*

or

Lv78 Gengar [Ghost]
Moves: ***Lovely Kiss, Dream Eater, Shadow Ball, Psychic***

Lv78 Clefable [Fairy/Normal]
Moves: ***Ice Beam, Soft-Boiled, Moonblast, Thunderbolt***

Lv79 Slowking [Psychic/Water]
Moves: ***Sludge, Ice Beam, Hydro Pump, Psychic***

Lv79 Victreebel [Grass/Poison]
Moves: Spore, Razor Leaf, Sludge, Submission

Lv79 Lickilicky [Normal]
Moves: ***Screech, Constrict, Earthquake, Lick***

Lv80 Charizard [Fire/Flying]
Moves: ***Earthquake, Hurricane, Fire Blast, Fire Spin***

or

Lv78 Gengar [Ghost]
Moves: ***Lovely Kiss, Dream Eater, Shadow Ball, Psychic***

Lv78 Clefable [Fairy/Normal]
Moves: ***Ice Beam, Soft-Boiled, Moonblast, Thunderbolt***

Lv79 Magmortar [Fire/Fighting]
Moves: ***Drain Punch, Submission, Fire Punch, Fire Blast***

Lv79 Victreebel [Grass/Poison]
Moves: Spore, Razor Leaf, Sludge, Submission

Lv79 Lickilicky [Normal]
Moves: ***Screech, Constrict, Earthquake, Lick***

Lv80 Blastoise [Water/Steel]
Moves: ***Earthquake, Flash Cannon, Head Smash, Hydro Pump***

Prize: P7920

Despite not getting to catch you, Green rewards you for coming here with the **Perma Candy**.

It's a Rare Candy in Key Item form, so say Goodbye to the Rare Candy code ☺ you've got something MUCH better now.

Back in Pewter City go south from the Gym and the Pokemon Center then turn left to find the house that's occupied by the next special Trainer - **camelConvention**!

****Special Battle****

camelConvention
((*2 Full Restores per Pokémon*))

Lv102 Porygon-Z [Bird]
Moves: ***TMTrainer, ---, ---, ---***

Lv102 Politoed [Water/Fairy]
Moves: ***Psychic, Hydro Pump, Ice Beam, Moonblast***

Lv102 Steelix [Steel/Dragon]
Moves: ***Drill Run, Head Smash, Flash Cannon, Outrage***

Lv102 Articuno [Ice/Flying]
Moves: ***Blizzard, Hurricane, Fly, Psychic***

Lv102 Roserade [Grass/Poison]
Moves: ***Spore, Mega Drain, Sludge, Flamethrower***

Lv102 Dunsparce [Bird]
Moves: ***TMTrainer, Thunderbolt, Ice Beam, Rest***

Prize: P9999

Previously you could battle him as many times as you liked but in this version he just vanishes after the battle. That Dunsparce though, geez, it gave one heck of a fight. The battle sprite must've been the big hint that this is not your friendly neighbourhood Dunsparce because damn! ☺

A few more special battles have been added into the game, we'll check those out next before taking on Cynthia. Our first stop is Lavender Town. Climb to the top of Pokémon Tower and you'll find ShadowStitch waiting there.

****Special Battle****

ShadowStitch
((*2 Full Restores per Pokémon*))

Lv100 Kingdra [Water/Dragon]
Moves: *Swords Dance, Twineedle, Hydro Pump, Outrage*

Lv100 Scizor [Bug/Steel]
Moves: *Air Slash, Metal Claw, Bug Buzz, Drain Punch*

Lv100 Zapdos [Electric/Flying]
Moves: *Thunder, Hurricane, Fly, Jump Kick*

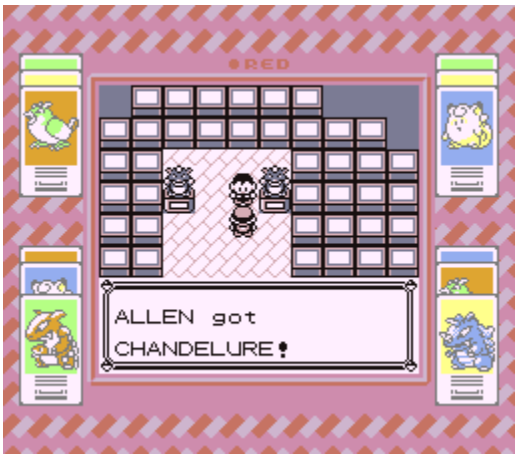
Lv100 Nidoking [Poison/Ground]
Moves: *Drill Run, Sharpen, Flamethrower, Thunderbolt*

Lv100 Bellossom [Grass/Fairy]
Moves: *Petal Dance, Amnesia, Solar Beam, Psychic*

Lv100 Chandelure [Fire/Ghost]
Moves: *Flamethrower, Shadow Ball, Mega Drain, Psychic*

Prize: P9900

You'll receive that Chandelure as a reward afterwards, nice.



The next new battle takes place in the Celadon Mansion penthouse. Waiting for you there is Nightdazer.

****Special Battle****

Nightdazer
((*2 Full Restores per Pokémon*))

Lv100 Mewtwo [Psychic]
Moves: *Psychic, Shadow Ball, Recover, Amnesia*

Lv100 Poliwrath [Water/Fighting]
Moves: *Drain Punch, Hydro Pump, Bulldoze, Submission*

Lv100 Umbreon [Dark]
Moves: *Dark Pulse, Hypnosis, Shadow Ball, Moonblast*

Lv100 Moltres [Fire/Flying]
Moves: *Brave Bird, Fire Blast, Fly, Dark Pulse*

Lv100 Vileplume [Grass/Poison]
Moves: *Mega Drain, Sludge, Petal Dance, Solar Beam*

Lv100 Gorochu [Electric/Dark]
Moves: *Swift, Dark Pulse, Mega Kick, Thunderbolt*

Prize: P9900

And then it's time to pop in next door to the Safari Zone Warden's house and meet Cynthia.

This is one hell of a surprise, eh? What's the legendary Sinnoh Champion doing in a game 3 generations younger than hers? She's in Kanto to investigate Pokémon myths, particularly ones related to the Pokémon of Cerulean Cave, and she's also got some spare time for match. Champion vs Champion, sounds good.

****Special Battle****

Cynthia
((*2 Full Restores per Pokémon*))

Lv100 Spiritomb [Ghost/Dark]
Moves: *Shadow Ball, Dark Pulse, Moonblast, Recover*

Lv100 Roserade [Grass/Poison]
Moves: *Spore, Mega Drain, Sludge, Flamethrower*

Lv100 Togekiss [Fairy/Flying]
Moves: *Moonblast, Air Slash, Flamethrower, Fly*

Lv100 Lucario [Fighting/Steel]
Moves: *Submission, Flash Cannon, Dark Pulse, Rock Slide*

Lv100 Milotic [Water]
Moves: *Surf, Ice Beam, Thunderbolt, Recover*

Lv100 Garchomp [Ground/Dragon]
Moves: *Earthquake, Dragon Rage, Rock Slide, Metal Claw*

Prize: P9900

Cynthia can't be battled again and again even though her post-battle speech makes her sound like she would be up for a rematch. For now though we have reached the end of the *Righteous Red* adventure and there's really only one thing left to do - wrap up this walkthrough document ☺

FINAL SECTION

So what did you think of *Pokémon Righteous Red*? Good? Bad? Somewhere in the middle? Be sure to reach out to the development team and let them know. I had a lot of fun with this game, not only for taking me back to the days of Gen 1 and its many quirks but for having some extra features which gave the game a fresh feel to it. From the Key Items to the new types for many of the Pokémon and the cool movesets, all fantastic. If more enhanced ROM hacks could be similar to this (*and to **Pokémon Fire Red Extended**, which is a solid Gen 3 example*) then I would be interested in playing more of them. Hopefully the development team will go on to do more projects like *Righteous Red*, maybe one project for each of the "retro generations" (Gen 1 to 3) perhaps? Fingers crossed.

A big thank you once again to Nightdazer, camelConvention and ShadowStitch for the game and a big thanks to you as well for playing it and checking out this walkthrough too. I hope it was helpful and maybe even a little entertaining also. I've been writing walkthroughs for ROM hacks since 2019 so you can have a look at my archive for previous walkthroughs, maybe there's one for a game which you are thinking of diving into next. https://archive.org/details/pokemon-rom-hack-walkthroughs

****INSTRUCTIONS FOR DOWNLOADING FROM INTERNET ARCHIVE****

Under ***DOWNLOAD OPTIONS*** if you just want the walkthrough text document then click on ***TEXT*** and right click to download when you see the file. But if you want the zipped file which contains the walkthrough and the screenshots for

puzzle solutions and hidden items then click on ***RAR*** and right click to download when you see the file. For guides which are in PDF format, same thing, click ***PDF***.

If you want to contact me with requests or suggestions for ROM hacks which could use a walkthrough, here are my contact details:

* Blog Site: https://mrtkallen.blogspot.com

* Email: **allenchngnzh22@gmail.com**

* Twitter: **@MrTKAllen**

* Reddit: **Allen_Cee07**

* Pokémon Community forums: **Allen Ceedos**

If you are a ROM hacker or know a ROM hacker who requires a walkthrough for their game please provide me with all the documentation for the game first, I will need that in order to make the walkthrough detailed. Documentation includes Pokémon Locations, Pokémon Evolutions, Items/Key Items Locations, TM/HM Locations, Quest/Mission/etc Guide and so on. If you do not have documentation for your game, no problem, contact me anyway if you want a walkthrough done for it. There are some hack tool programs which I could use to help me out in the absence of documentation.

These are the games I've provided guides for so far:

Pokémon Adventure Red Chapter Beta 14.5 to 15+ Expansion Pass (Fix C)
Pokémon Flora Sky [Complement Dex Version]
Pokémon Light Platinum (covering the Lauren Region)
Pokémon Mega Power (Beta 5.59)
Pokémon Resolute v2.78
Pokémon Grape Final v1.4 to v1.6 (Dec 2021)
Pokémon Liquid Crystal Beta 3.3.00512
Pokémon Clover [v1.2 April 2020 & v1.3.1 12 December 2022 Updates]
Pokémon Kanlara Ultimate (21 Jan 2020 update)
Pokémon Gaia v3.2 (Nov 2018)

Pokémon (Old) White [Hacksrepairman May 2019 Fix]
Pokémon Sors v1.2 (9 Aug 2021 Final)
Pokémon Glazed 6.8.3 & 9.1.0 (Trainer X493 updates)
Pokémon Crystal Clear 2.4.4 to 2.5.5 (6 Oct 2022)
Pokémon Unbound 1.1.3.1 to 2.1.1 (9 November 2022 update)
Pokémon Dreams 1.5.1 (15 June 2021 update)
Pokémon Azure Horizons (4 March 2023 Hacksrepairman Continued Beta 2)
Pokémon Wish 1.02 (30 August 2023)

None of this work would be possible without people's support, so if you found this walkthrough or any of the other walkthroughs valuable then please do consider supporting me so that I can continue to provide more.

Paypal: https://www.paypal.me/ceeallentk
Patreon: https://www.patreon.com/allenchingonzoh
BitCoin Address: 3KY1HPSHVUJfJVU2mx6TwLqVSKMtTgHFf9
Ethereum Address: 0x5815938fDa021D81f83B4E66bF38cD4525af456d

And as a bonus you can check out the other content that I put out besides walkthroughs, especially if you are an audio fan like I am ☺

https://www.youtube.com/channel/UCp9V-l-8-zbnR-PqwNvEl_A

https://www.archive.org/details/@allen_cee

https://www.bitchute.com/channel/WCPFlBJbMMJ4/

HOUSE OF SOUNDS: This is the first of 3 music set series that I've been making since June 2019. In this series I play house tunes from my collection which I've had since my high school days. Mainly South African house music but there's room for international jams too. Old and new. If you're a fellow fan who loves to move and groove or just bop your head in time with the beats, I hope you'll check out this series ☺

House of Sounds Bit Chute Playlist:
https://www.bitchute.com/playlist/xyqSzBptBCv1/

House of Sounds Vault Bit Chute Playlist:
https://www.bitchute.com/playlist/CPuIC2POFT9l/

House of Sounds Youtube Playlist:
https://www.youtube.com/playlist?list=PLxNAXX8G2S7ihc01fBIIXbNnQF6wzAsOL

COUNTING ELECTRIC SHEEP: The second music set series, started just after House of Sounds. This one features anime and video game music. Opening themes, ending themes, songs from official soundtracks etc. If you like games, anime and manga as much as I do then this might be the series for you.

Counting Electric Sheep playlist:
https://www.bitchute.com/playlist/i6bd07JBmxd1/

Counting Electric Sheep Youtube playlist:
https://www.youtube.com/playlist?list=PLxNAXX8G2S7jas-f3_Ury6gZcGF9j5CmD

TUNING FOR TOONS: My third series, started in October 2020. This one will cater more to those of my generation (people born in the mid 1980s up to the mid 1990s), it features themes from classic cartoons that were a highlight of our much younger days. I've also thrown in parody commercials from the Grand Theft Auto games and shows like Sheep in the Big City. I recommend listening to each set without looking at the tracklist until the end :) test yourself and find out how many themes you can still recognise (and maybe still sing along to!)

Tuning for Toons BitChute Playlist:
https://www.bitchute.com/playlist/AM6B7jTh8qSz/

Tuning for Toons Youtube Playlist:
https://www.youtube.com/playlist?list=PLxNAXX8G2S7hmnyiXEgPON6smIehjtLGC

A ROOM FULL OF TICKING CLOCKS: A series of DJ sets featuring covers, mashups and remixes of my favourite Coldplay songs from their main studio albums (and maybe their Extended Plays as well).

https://archive.org/details/a-room-full-of-ticking-clocks-01

A Room Full of Ticking Clocks Youtube Playlist:
https://www.youtube.com/playlist?list=PLxNAXX8G2S7i4KEGQRAV5aDWVHJckfbEJ

COMICBOOK CHRONICLES: This is an audio series that began in August of 2021 which is dedicated to reviewing comic books. Each episode will cover a volume/album of a comic book series or title. Currently I am reviewing two major comic book series: ***Asterix*** and ***The Adventures of Tintin***, and episodes are usually released monthly (one month is for Asterix, the next month is for Tintin and so on) until I catch up and then pick up another comic book series or title. If this sounds like an audio series for you, give it a try ☺

https://archive.org/details/comic-book-chronicles

Comicbook Chronicles Youtube Playlist:
https://www.youtube.com/playlist?list=PLxNAXX8G2S7glL2i0eoiNjpc9AWnwaOkB

THE MULTIMANGAVERSE: A spinoff to Comicbook Chronicles, which covers the vast universe(s) of manga. Each episode will focus on a volume of a manga series, with trivia and notes thrown in as well just like in Comicbook Chronicles. Currently the two manga series which I am looking at are ***Hunter x Hunter*** and ***One Piece***, with the plan being that once I've caught up or reached the end of a manga series I'll pick up another one to cover. If you have any manga titles that you would like to recommend or suggest for the future, include the title in your feedback email.

https://archive.org/details/themultimangaverse

The MultiMangaverse Youtube Playlists:
https://www.bitchute.com/playlist/i6bd07JBmxd1/

https://www.youtube.com/playlist?list=PLxNAXX8G2S7g4jA4XclAU4URFnHOVLrU2

POKEMON - THE JOURNEY OF JANICE: This was an idea I had in early 2019 which I had hoped to turn into a story for a ROMhack someday. I shared the idea around to see if anyone would be interested in teaming up with me to create the game. Months went by, there were people who liked the idea but I didn't hear from

anyone who actually wanted to work with me. So I decided to spin out a story from the idea and post it chapter by chapter in the FanFiction section at the PokéCommunity site. That version of the story is a rework of the original form, which looks one of my walkthroughs :) I'll put a link to that original below if you're interested in seeing it. For the current version of the story (which is a soft reboot of the first rework), Chapters 1 to 7 are only available in audio form. From Chapter 8 onwards the story will continue in text form only, this because I chose to end the audio version due to some real life changes.

Journey of Janice (original) [30 Nov 2019 edit]:
https://drive.google.com/open?id=1o8I3DJl2DOn5RstL8WRCt2lW2etgKtI9

Journey of Janice (rework and current versions):
https://www.pokecommunity.com/showthread.php?t=427531

Journey of Janice (audio version):
https://archive.org/details/pokemon-the-journey-of-janice

Pitching Pokémon: The Journey of Janice:
https://www.youtube.com/playlist?list=PLxNAXX8G2S7g2itPaTVW8KYL4F-3584Ky

That's all folks, take care of yourselves and let's meet again for another walkthrough! Goodbye for now.

Allen C.

Wednesday 24 September 2025